

### clutch

THE ART OF SKYLANDERS: SUPERCHARGERS



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# Clutch THE ART OF SKYLANDERS; SUPERCHARGERS

#### FOREWORD

by Guha & Karthik Bala

In Skylanders SuperChargers, we set out to fundamentally change how players enjoyed Skylanders, and to bring a new type of toy to life: vehicles. It was a lofty goal that presented some tough challenges. First, changing the gameplay to incorporate vehicles while building on Skylanders' strengths of accessibility, charm, and epic adventure. Second, making distinctive vehicle experiences with the toys and the game that stand apart from prior vehicle toys and games. And third, following a child's imagination: no limits and huge variety.

Channeling our inner child, our vehicle aspirations started with fast cars, motorcycles, and trucks. But we quickly went to the sky with planes, helicopters, and UFOs; then into the sea with submarines, powerboats, and hovercraft; and finally, we wrapped it all into a seamless flow with on-foot action.

We also integrated variety into our unique levels (each with a cool game twist and visual signature) and in our first rich online experience, including multiplayer racing. In exploring these areas, we pushed our own boundaries to produce our most expansive, diverse, and entertaining game yet.



The art of *Skylanders SuperChargers* is a memento of our team's creative journey from the earliest notions of what vehicles looked like in the Skylands, to how they fit with the world, the heroes, the enemies, and what's fun about them. It captured a key element of our studio's

culture: the iteration between design, art, and technology, each riffing on the other to shape the creative experience. It helped us visualize the high bar for quality that we value, as well as the magical experience we had in mind for our players. The art also reminded us that in the face of tremendous creative challenges, the crazy adventure that we had embarked upon would be worth the journey.

As with all journeys, the folks who continuously supported us deserve our greatest appreciation, especially our spouses and significant others, our partner studios, and our partner companies. They help us realize our aspirations.



I could have never imagined the ways we'd transform even the most common vehicle types into such colorful, fun rides. They absolutely belong in Skylands, and you absolutely want them on your shelf.

- Stephen Moss





## CHARACTER & VEHICLE EXPLORATION



It was a long and difficult road to the finish line for SuperChargers, but the passion and drive of everyone here at VV came through and delivered another fantastic experience.































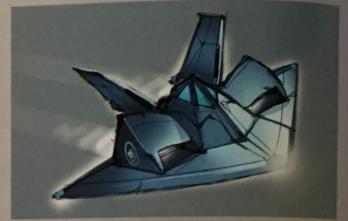
















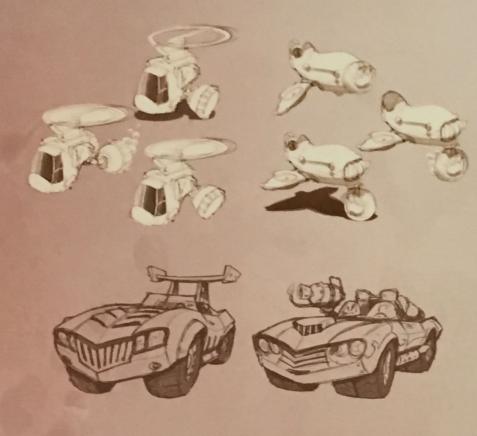


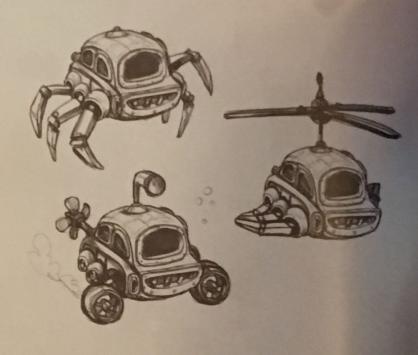












I never actually saw this concept before. How come we don't have Skytron in our game?

Darren Mailey

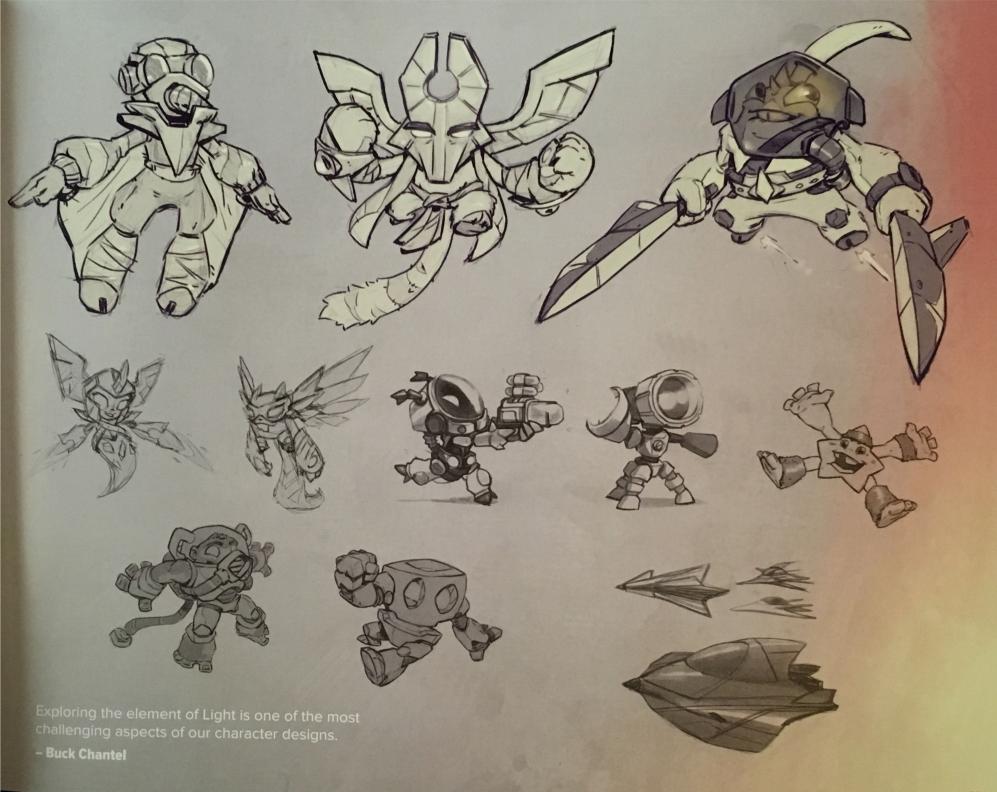




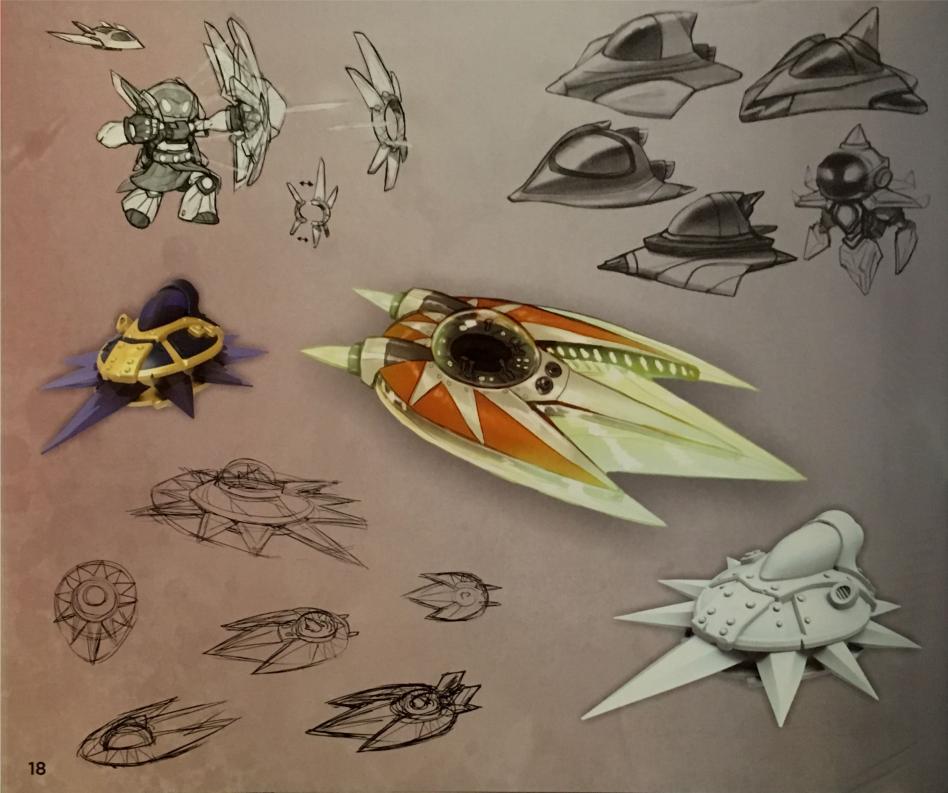




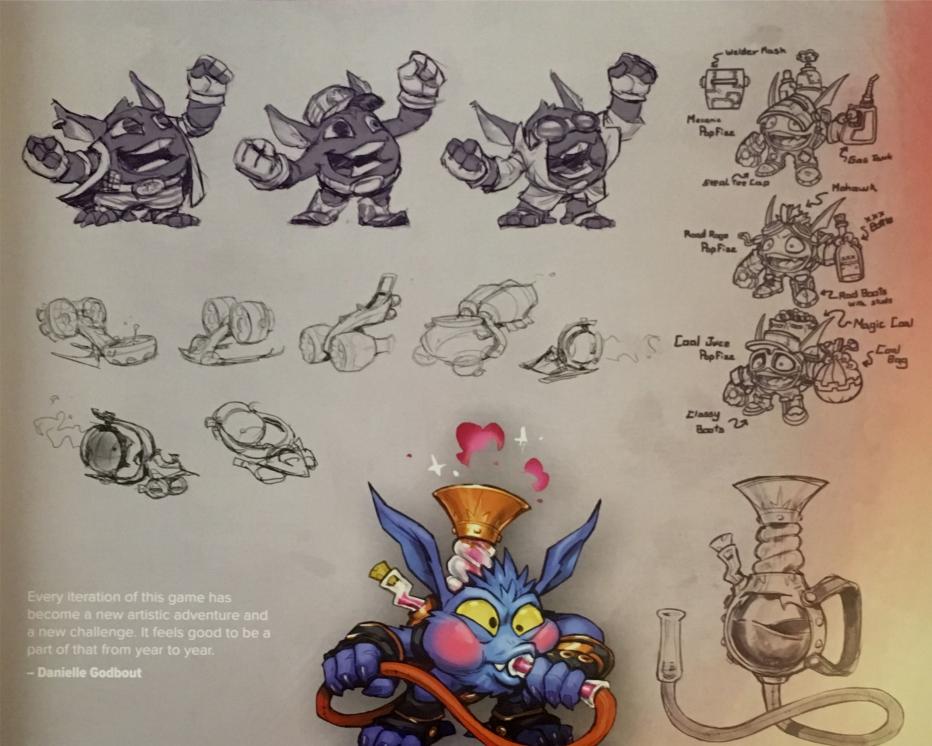
















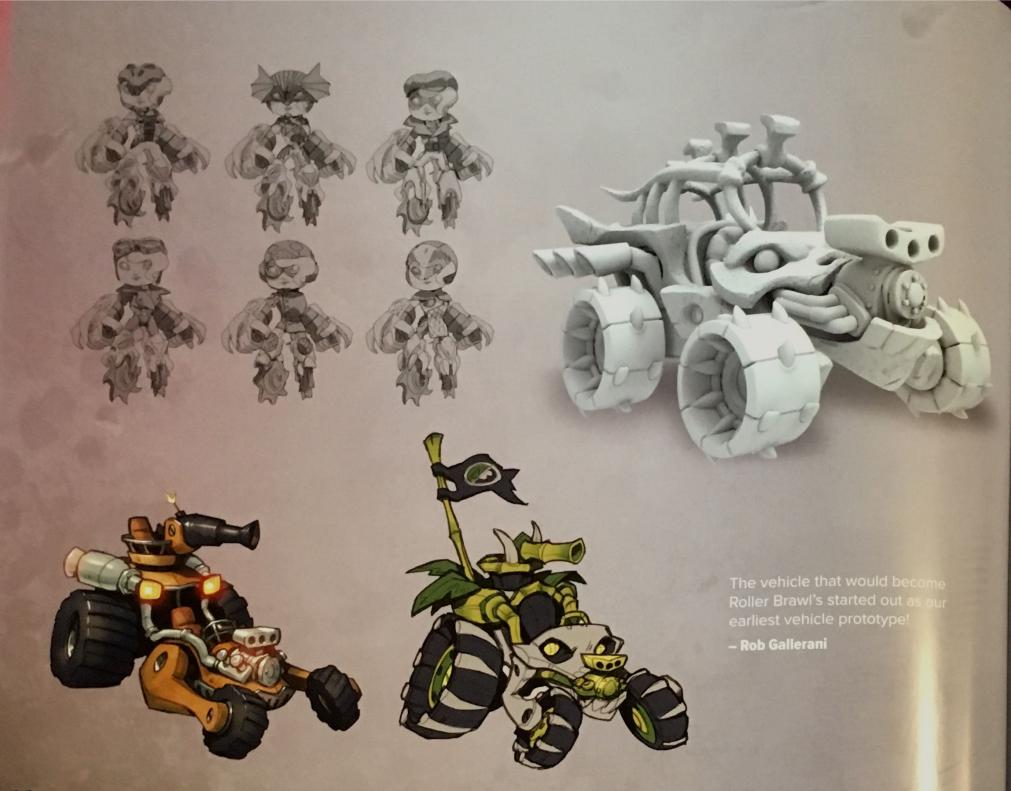




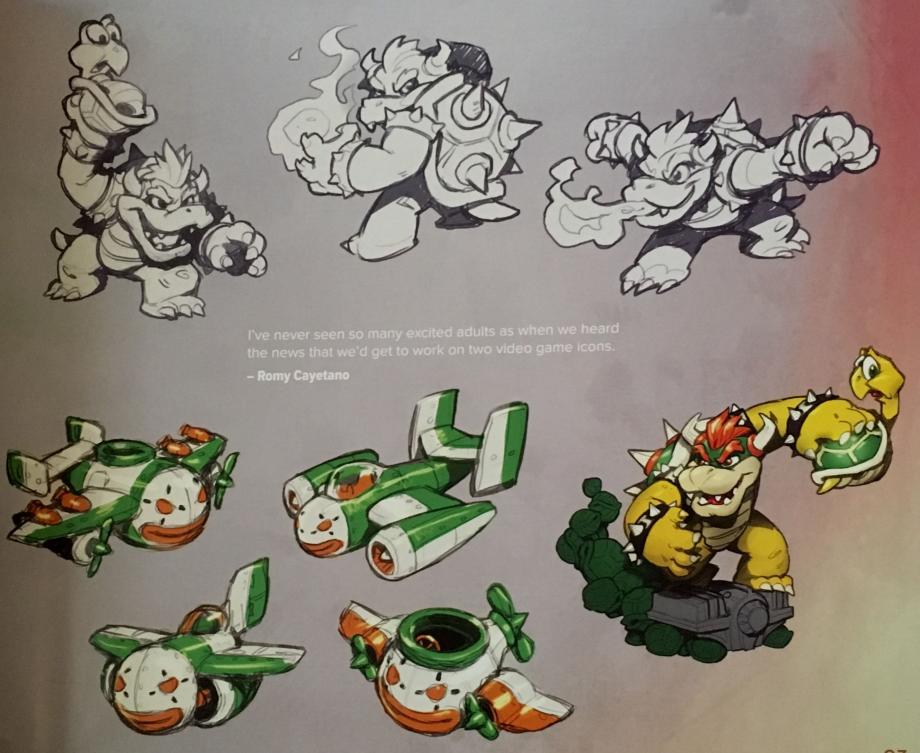
The idea of SuperCharged pairings allowed us to not just have a fleet of Vehicles, but complementary rides for each of our Drivers. I love how they echo each other in color and detailing























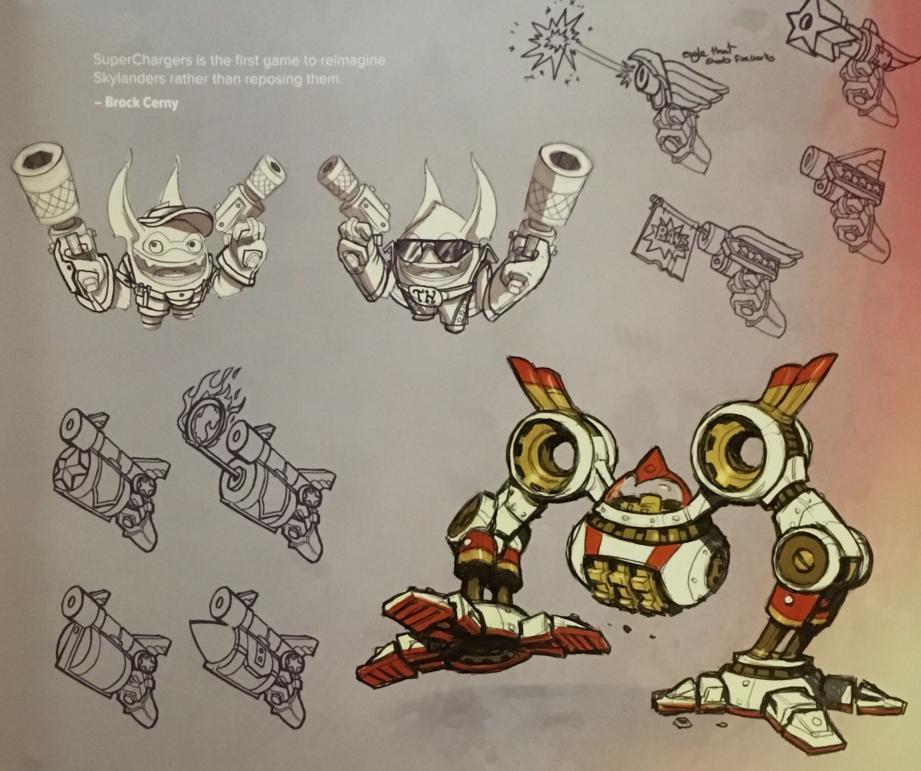






- Stephen Moss Red View · Tue Jet pols



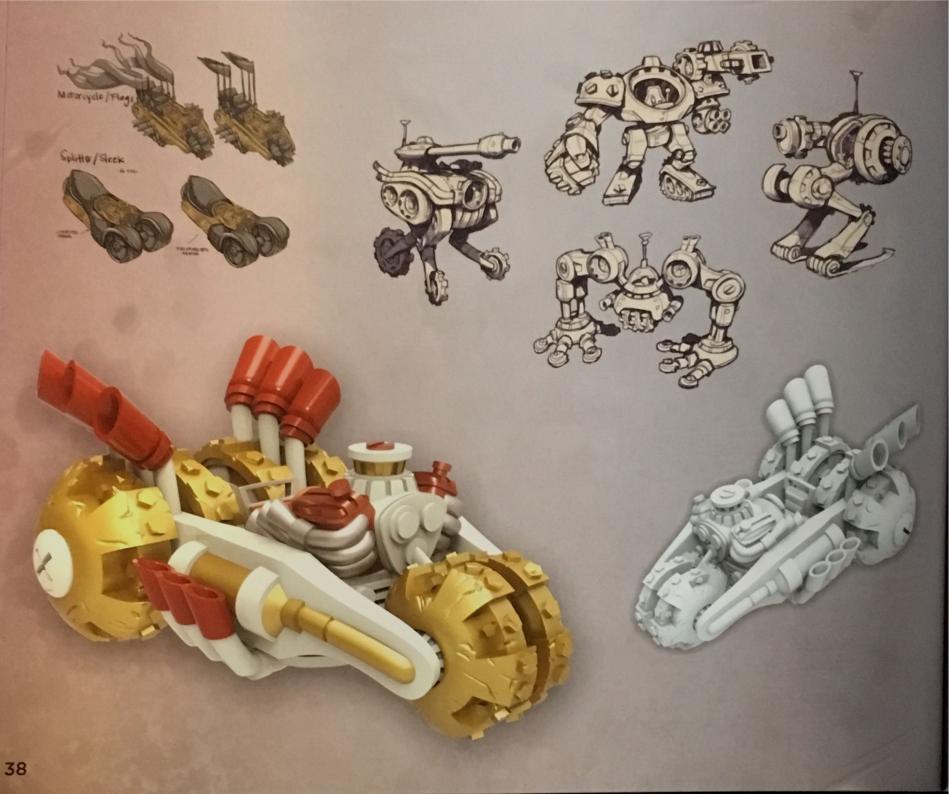


Very few characters have less regard for their own safety than Trigger Happy. So, of course, he's a daredevil.

Matt Helsom

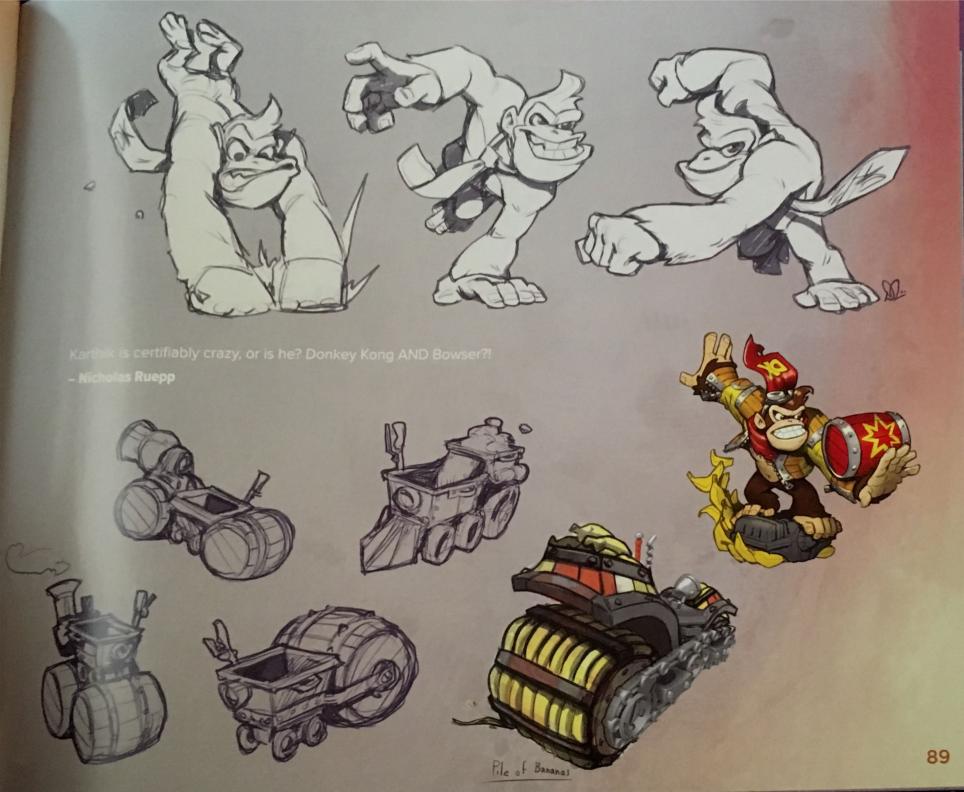




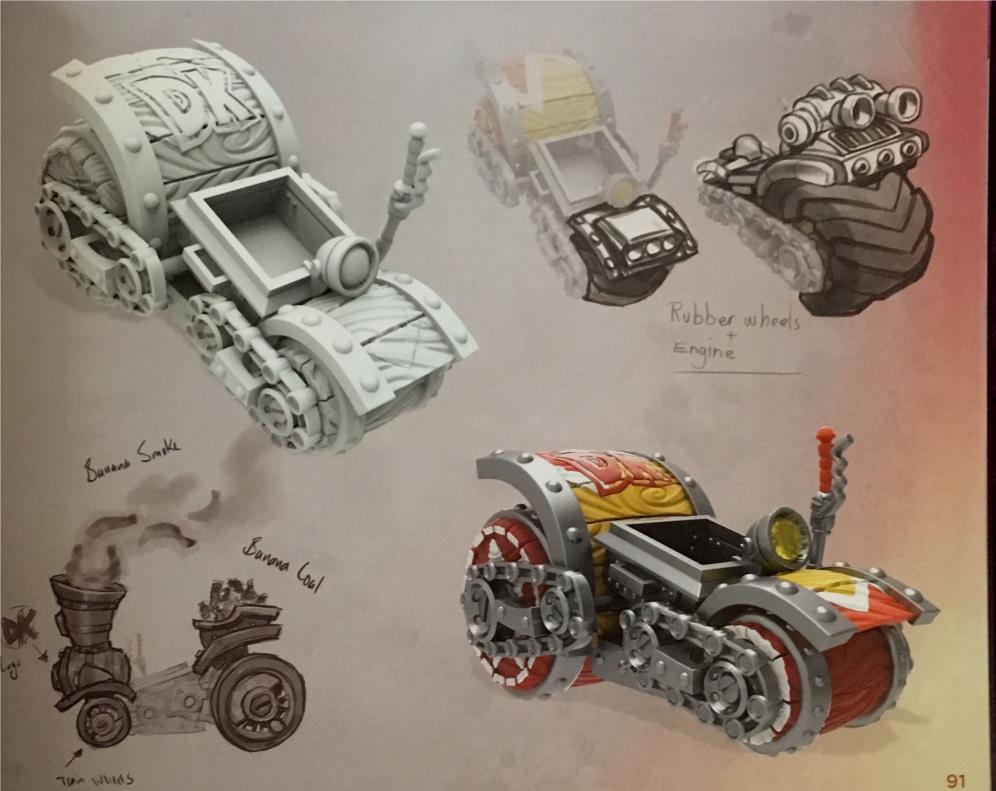




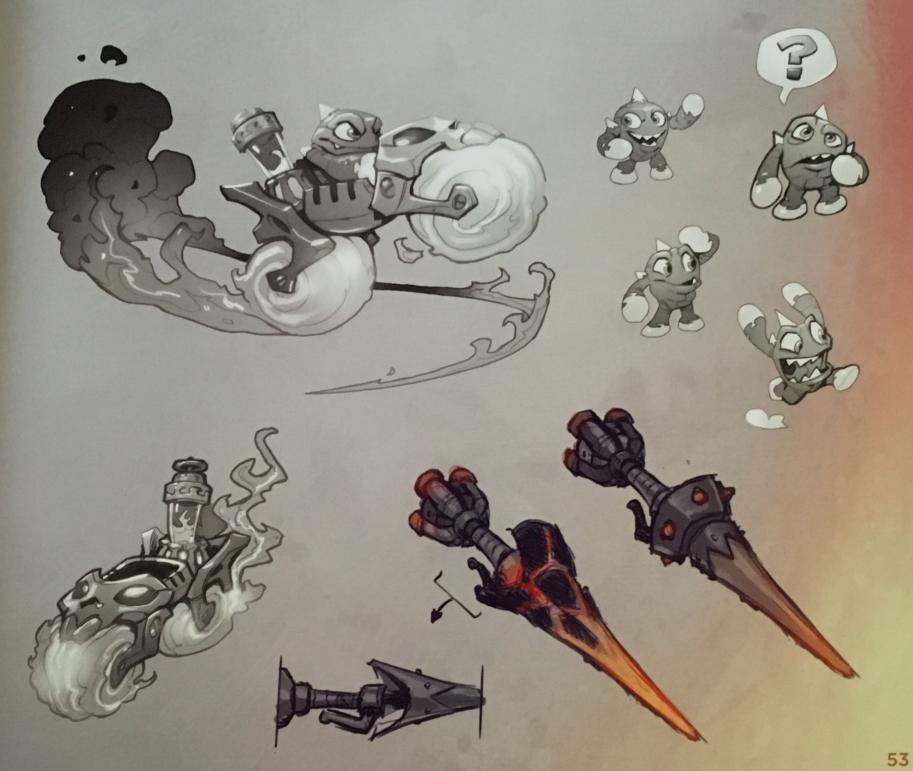








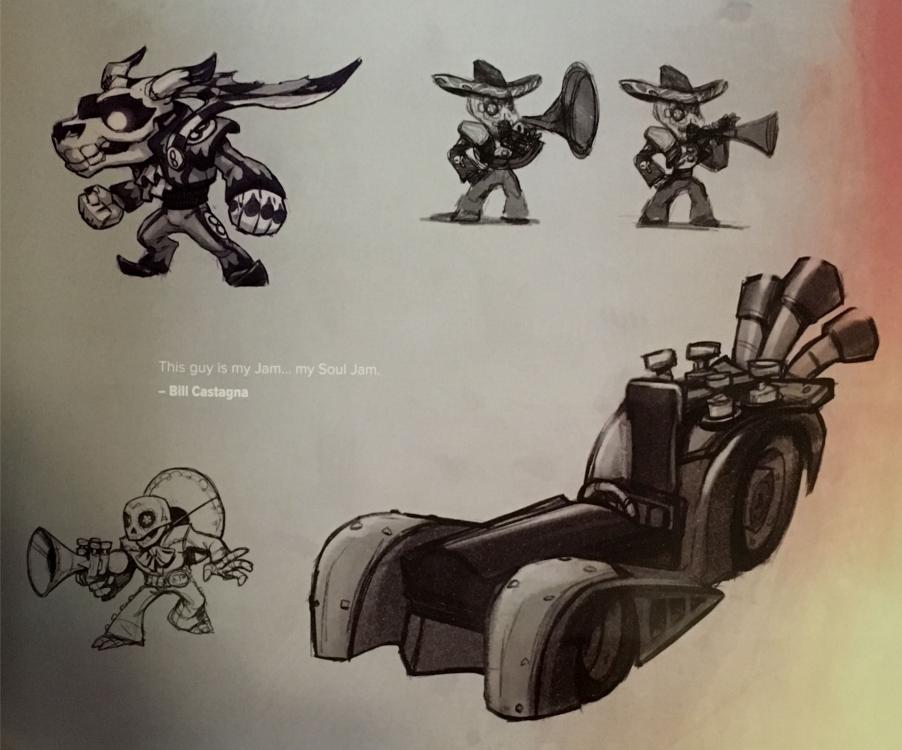








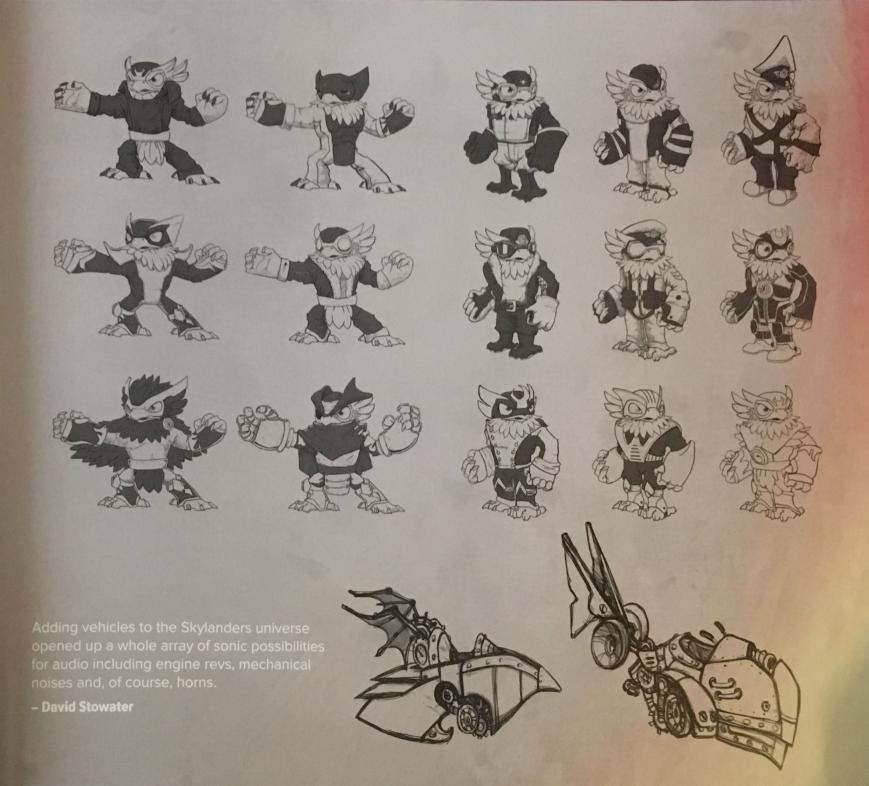










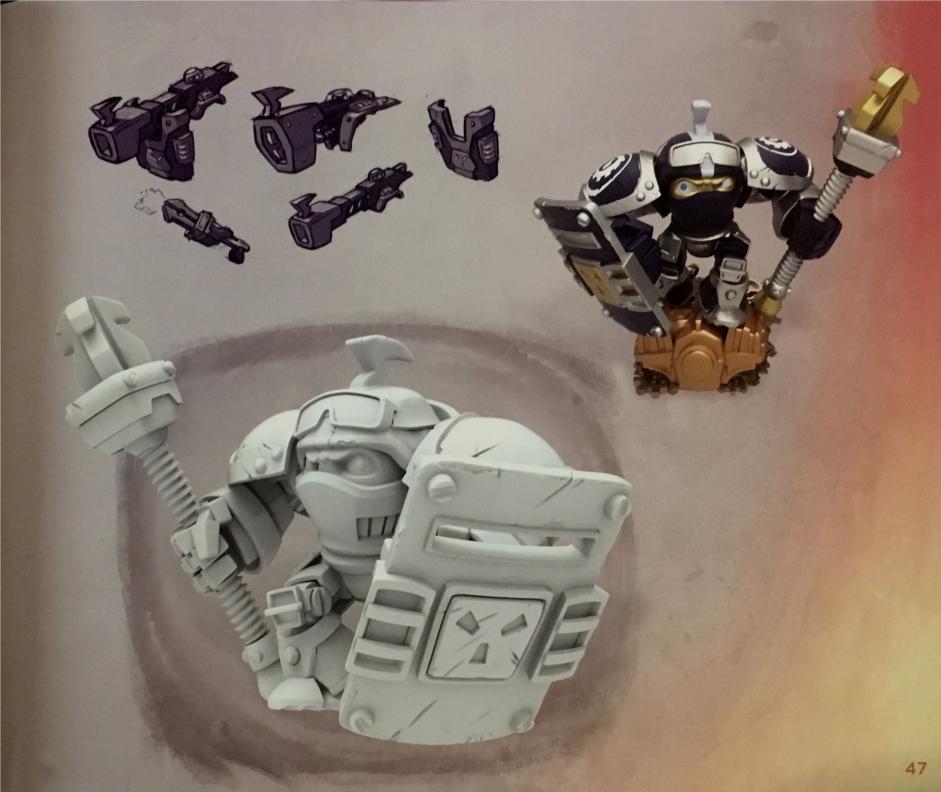


















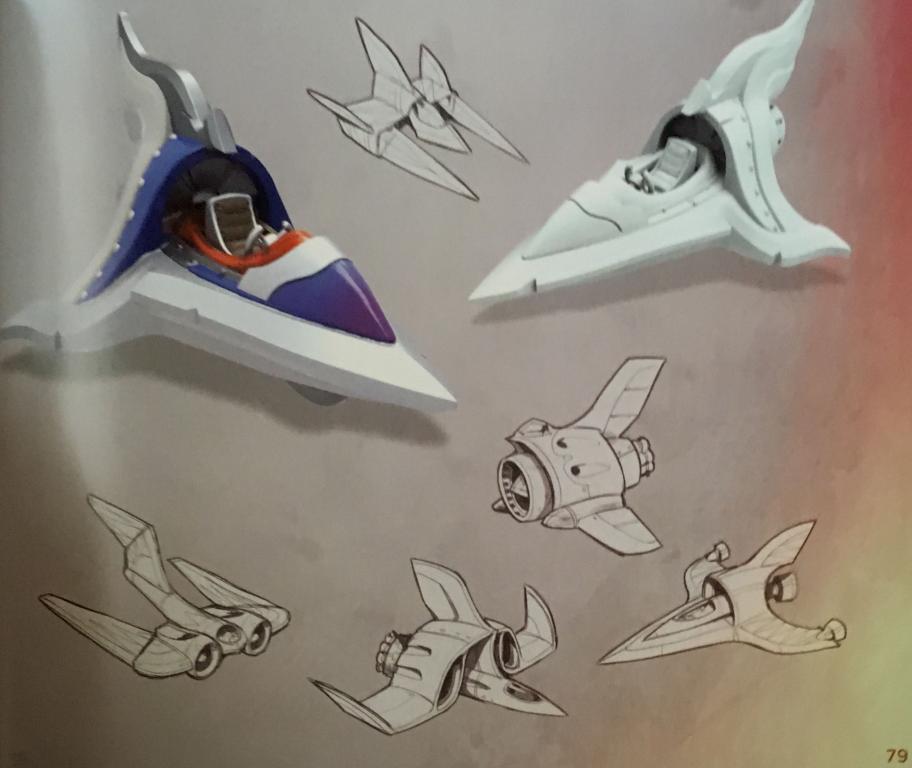












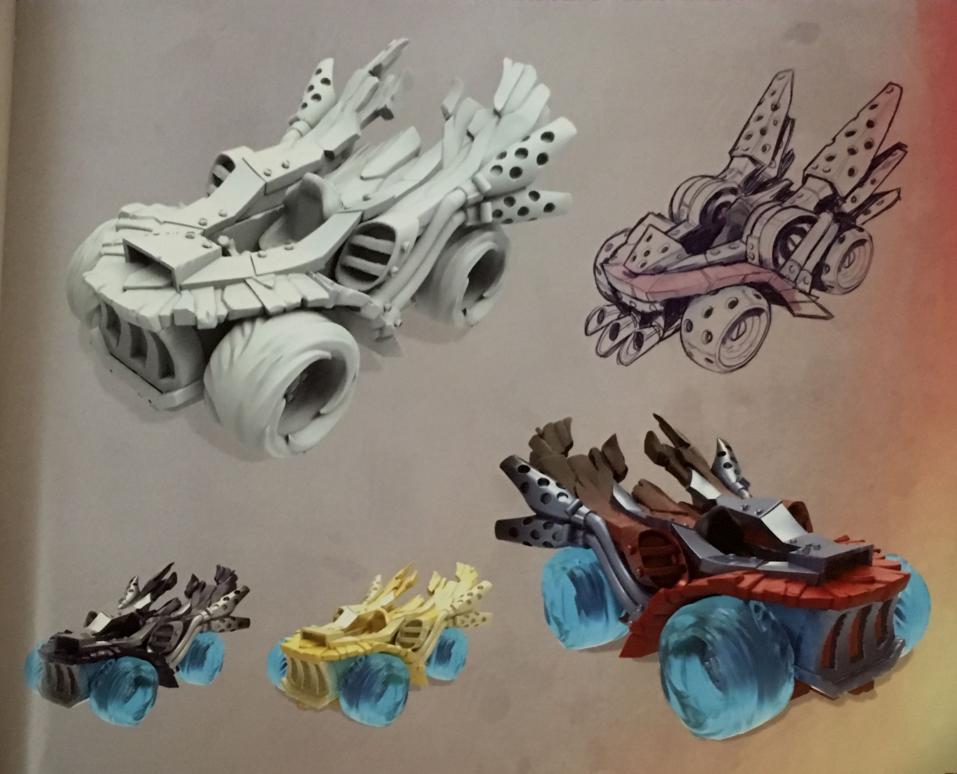
## SPITFIRE & HOT STREAK







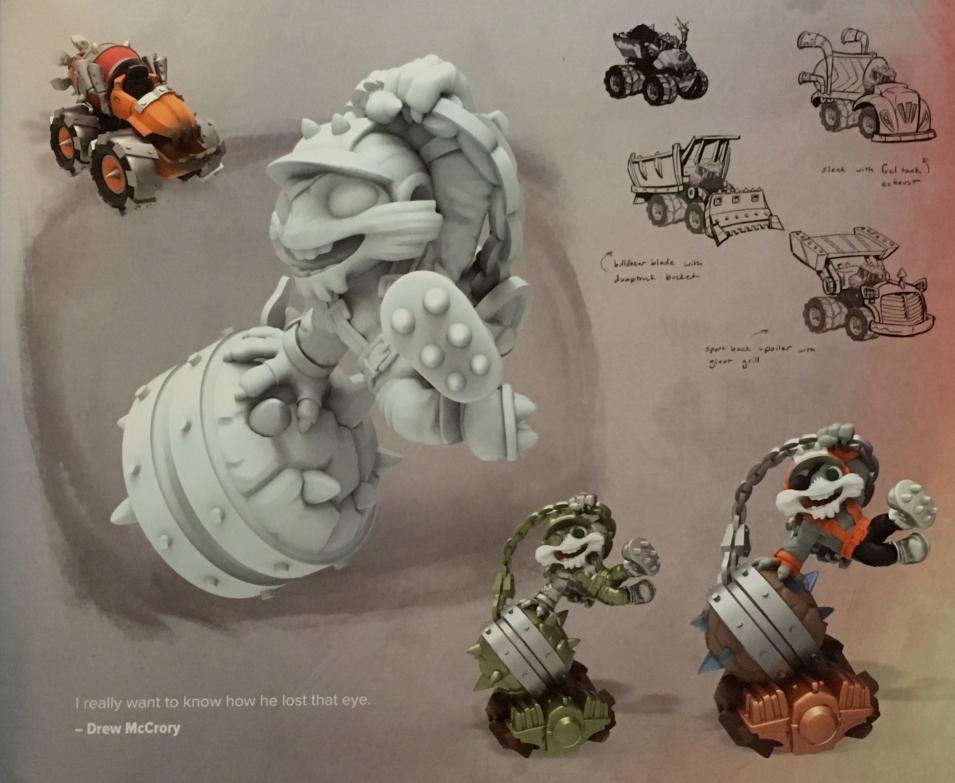


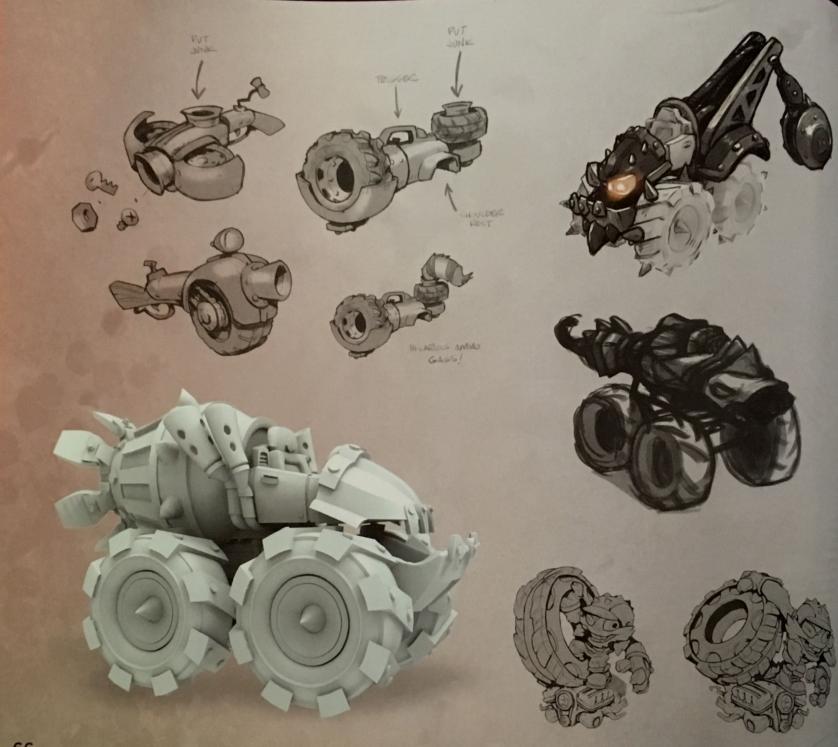




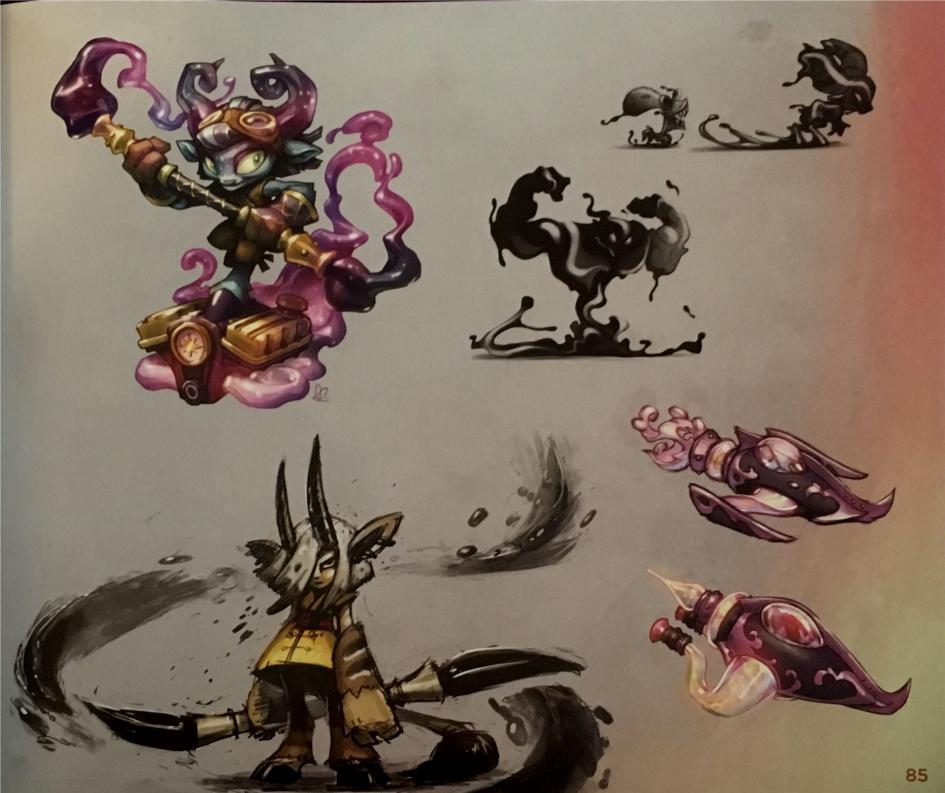






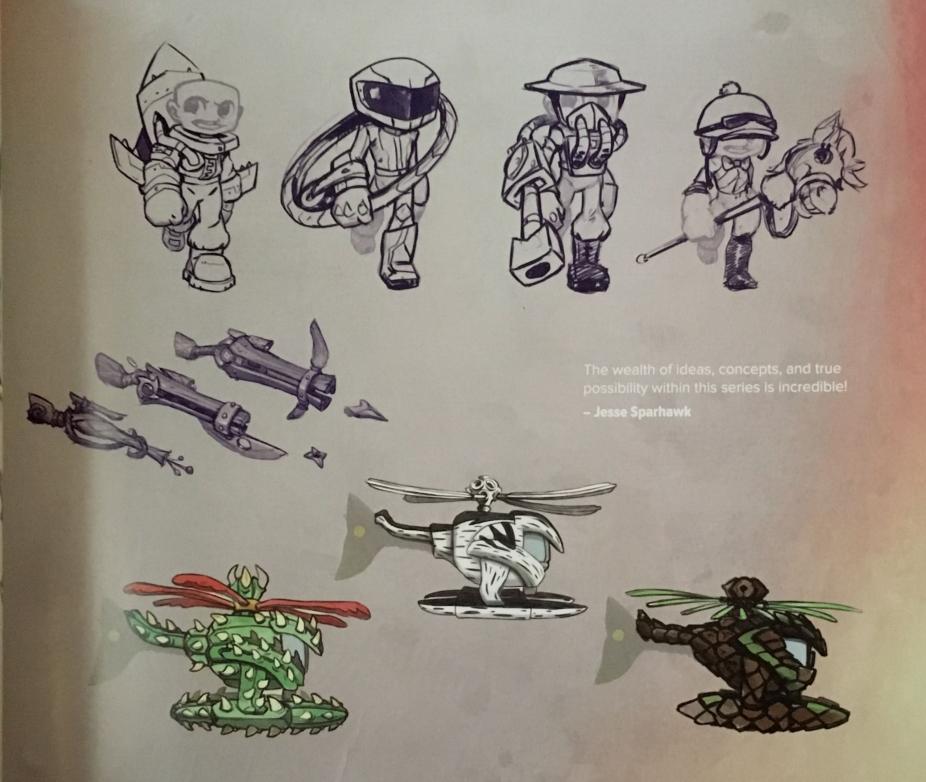








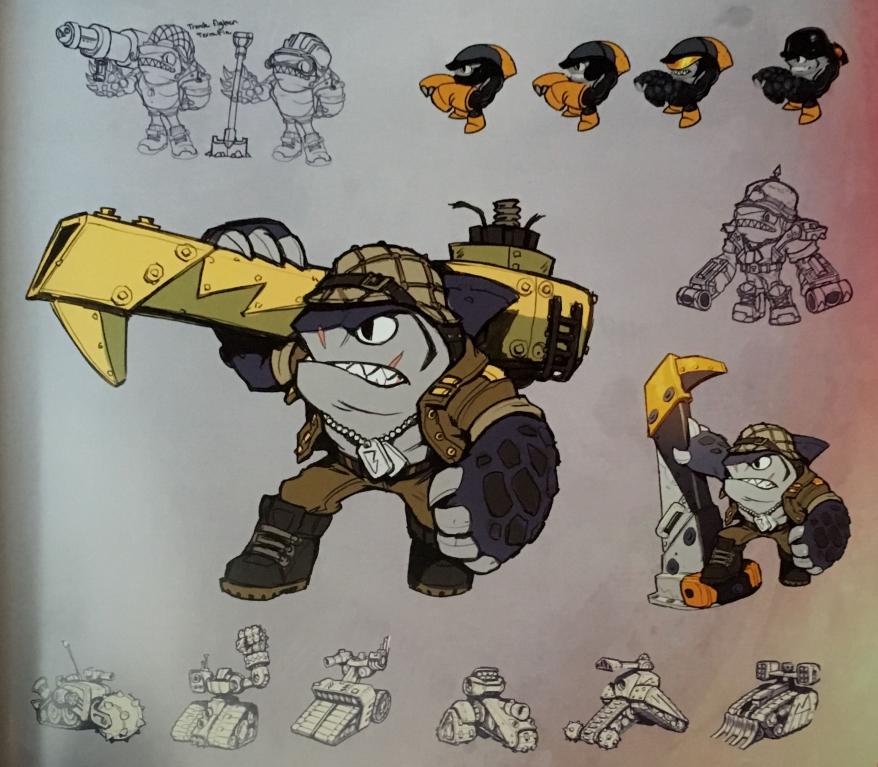














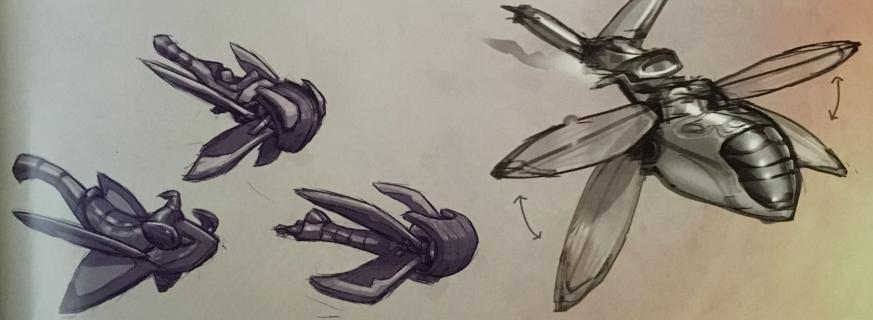




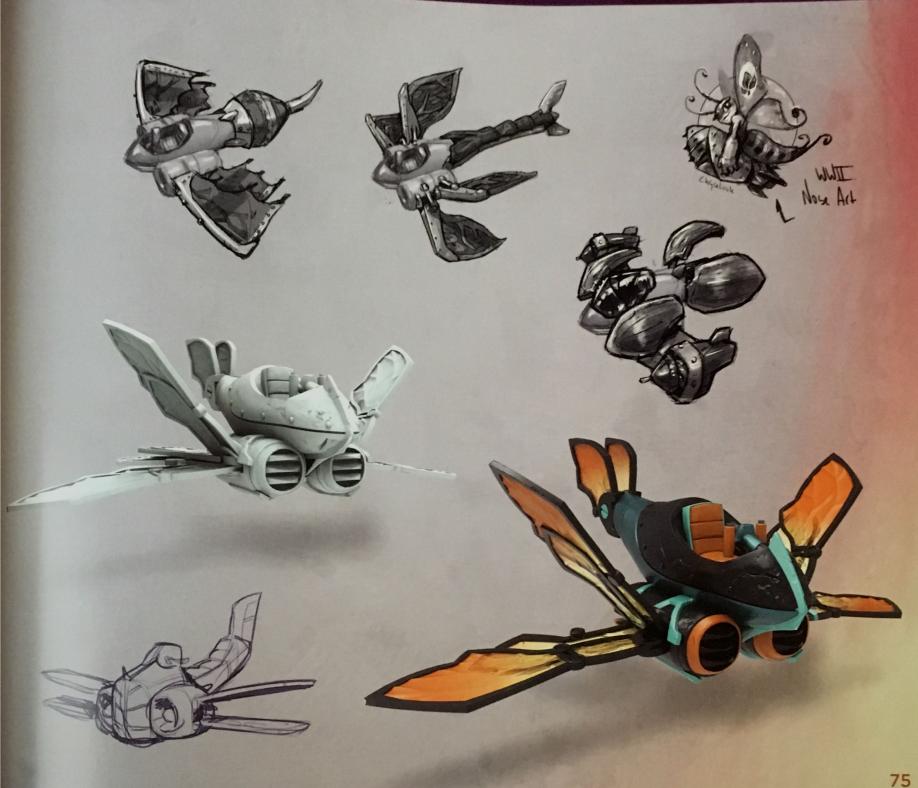


Being able to see the game develop in real-time, from the first concept sketch to the finished product within the game was brilliant

- Daniel Rositano







When Swap Force first shipped, I was amazed at how closely the environments and characters in the game matched the final concept art. But now I've watched our artists exceed those efforts completely with SuperChargers — somehow our in-game visuals are even closer this time to the vibrant, imaginative art that inspired and guided us. The stunning final results are a clear testament to our ability to deliver on our visions.

- Darren Malley

## FRIENDS &FCES







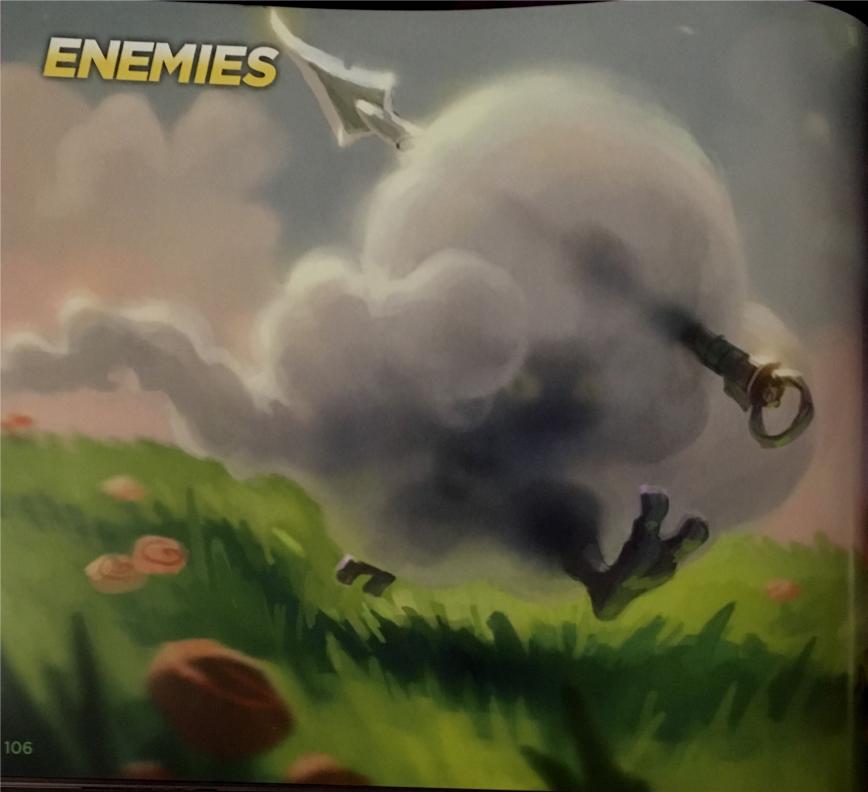


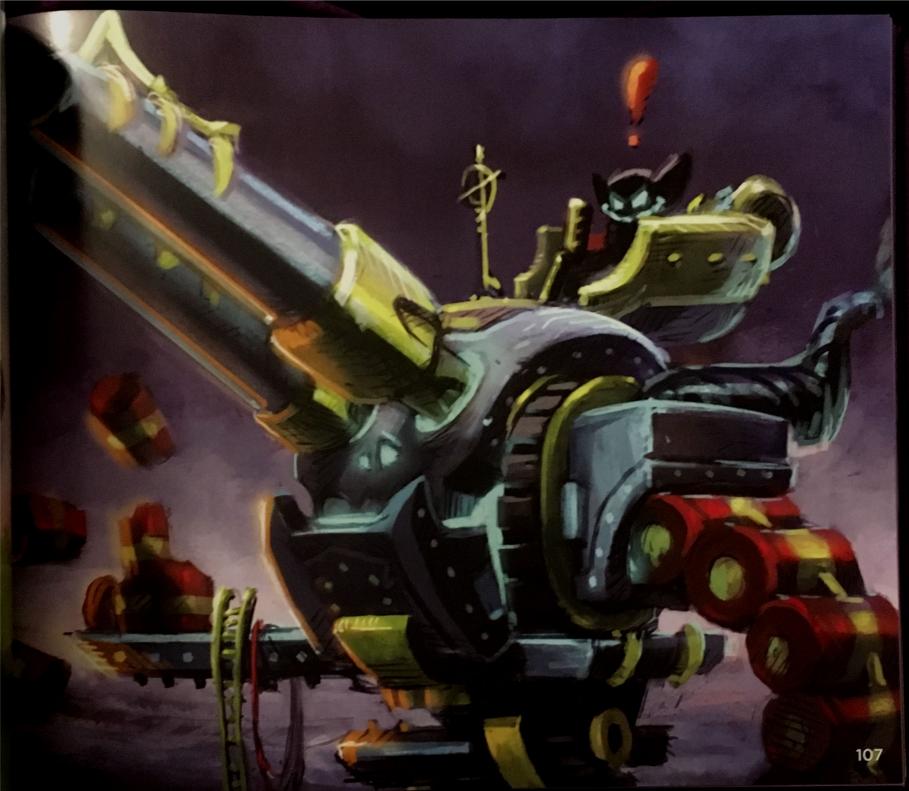
















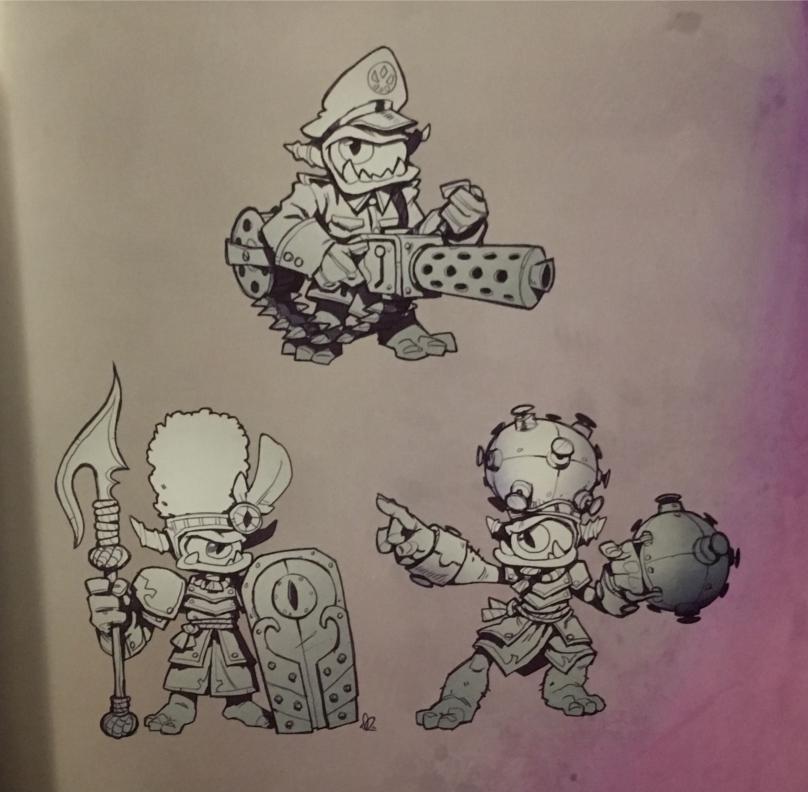


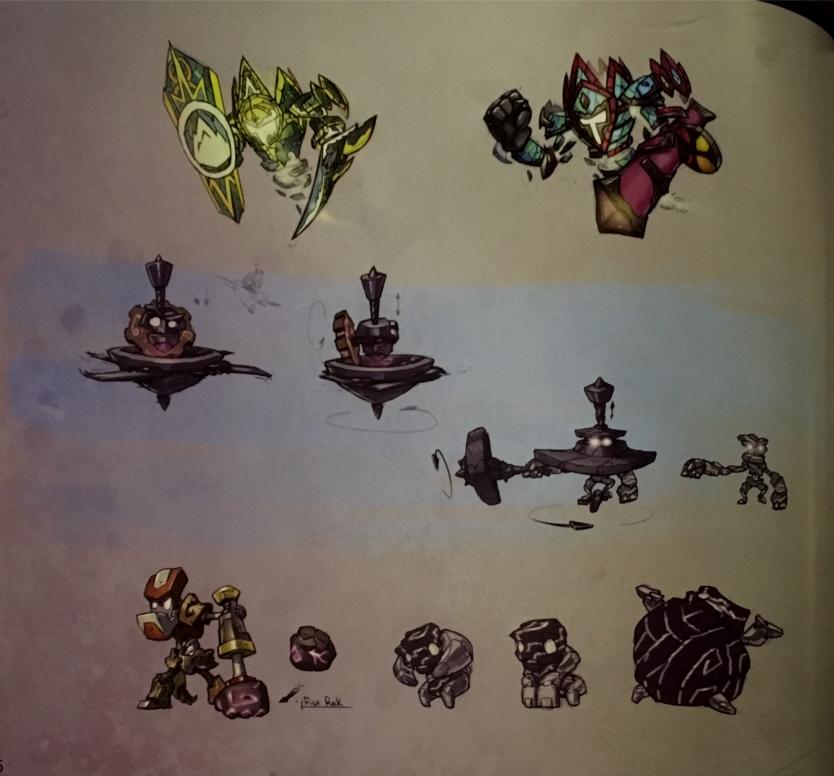








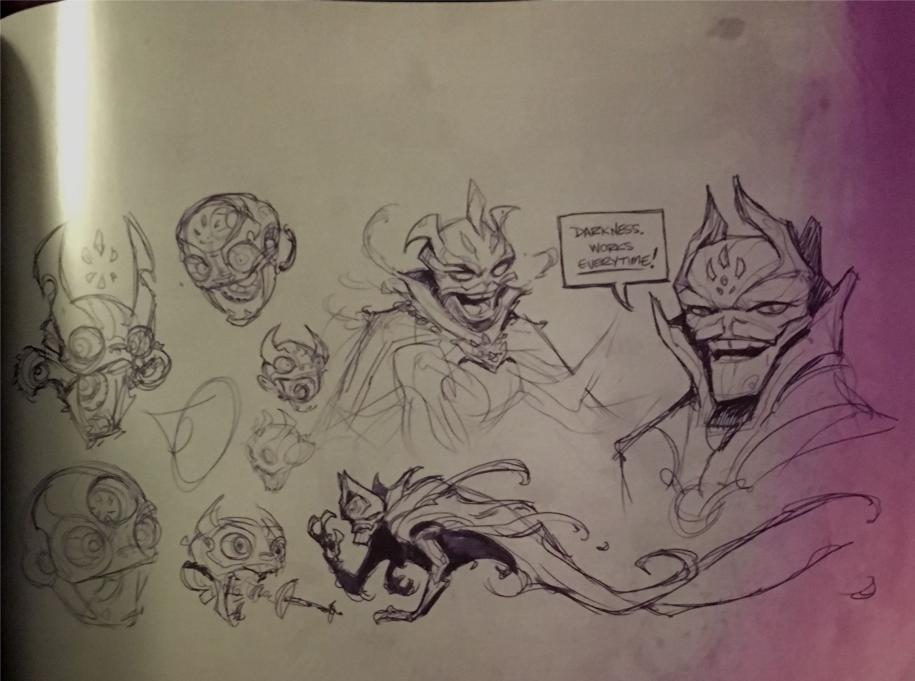






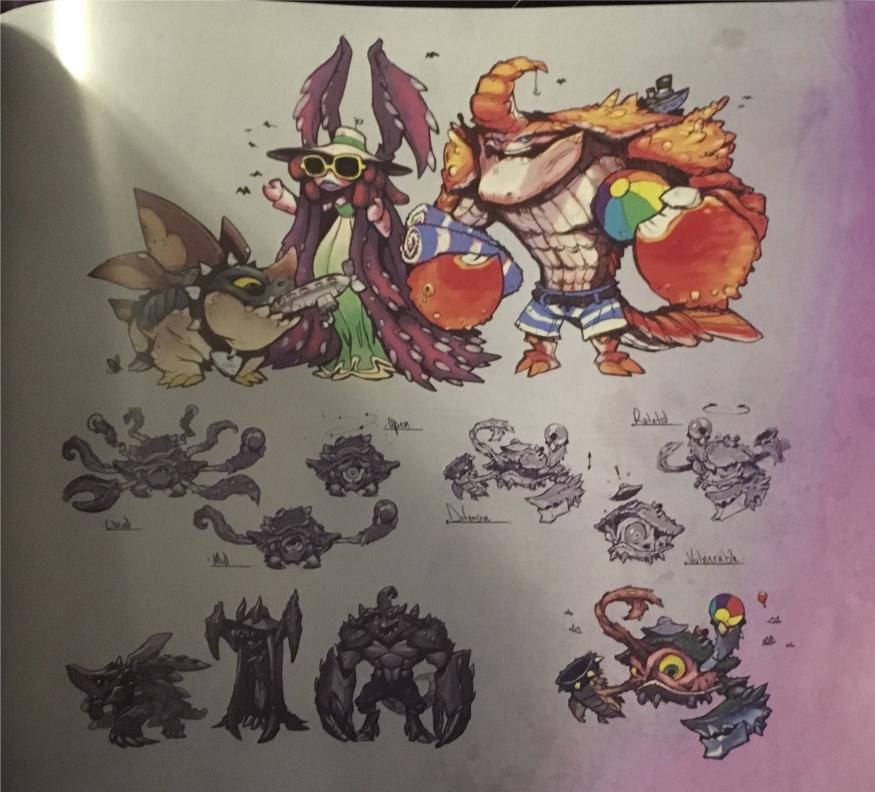
























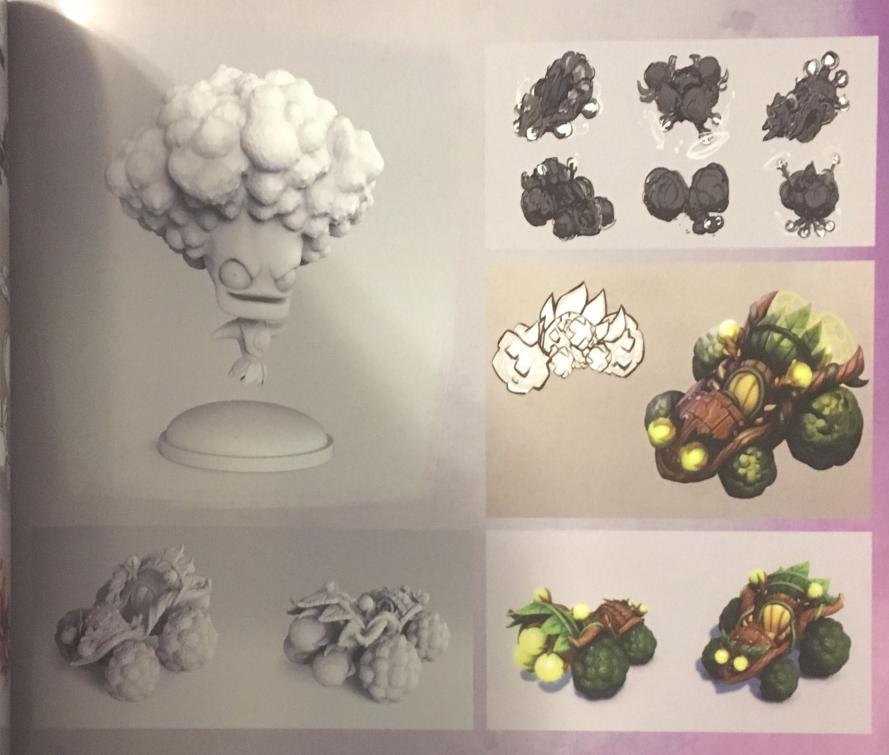




## RACE PACKS



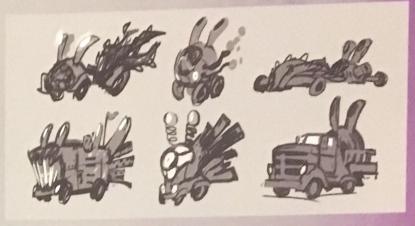
























Our team of dedicated rendering engineers worked around the clock to continue to deliver the necessary tech and tools to make this game that really shines. Realistic water, fog and haze, bloom, lighting – it was such an enjoyable experience as a VFX artist to have so much power and versatility. We've never been able to push our VFX this close to concept before!

- Carlos Cheek



## SKYLANDER ACADEMY



The Academy is the last hope against Kaos and the Darkness. It is a floating rebel base filled with the best and brightest from across the Skylands.

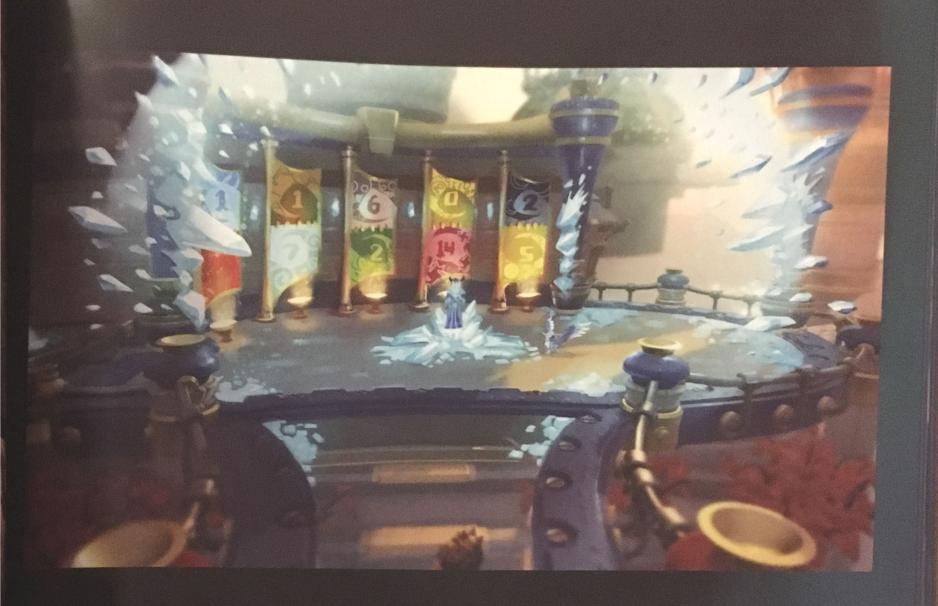
Devin Knudsen































## **SCREENSHOTS**







## THE RIFT TO SKYLANDS







The atmospheric environments really pull you into the experience. The scenery is full and vibrant throughout the whole journey, blending realism with that trademark Skylanders wonkiness. It's quite stunning.

- Luke Anderson













I just love the ever-changing scales used in the myriad of levels.

- Matt Bishop



### **COLOR SCRIPT**









































# THE CLOUDBREATHER'S CRAG



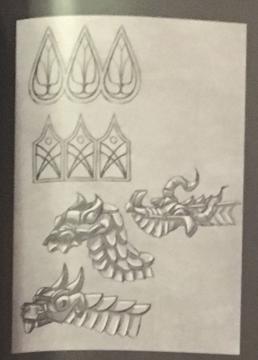
Having an articulating village on the back of a giant dragon is freakin' magical.

- Jeff Bellio

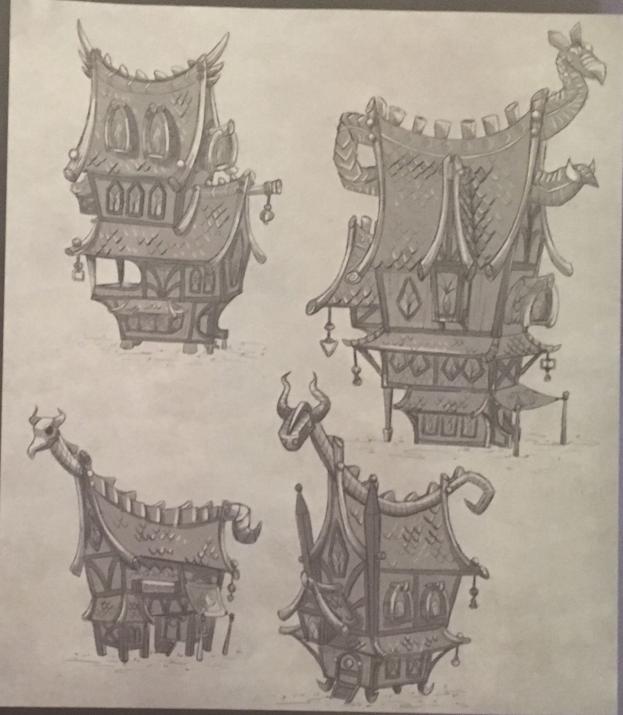


































The level on the back of a dragon blew my mind. The moment I saw the concepts where the dragon was looking back at the buildings, I was sold.

- Stephen Moss



## THE CLOUD KINGDOM



















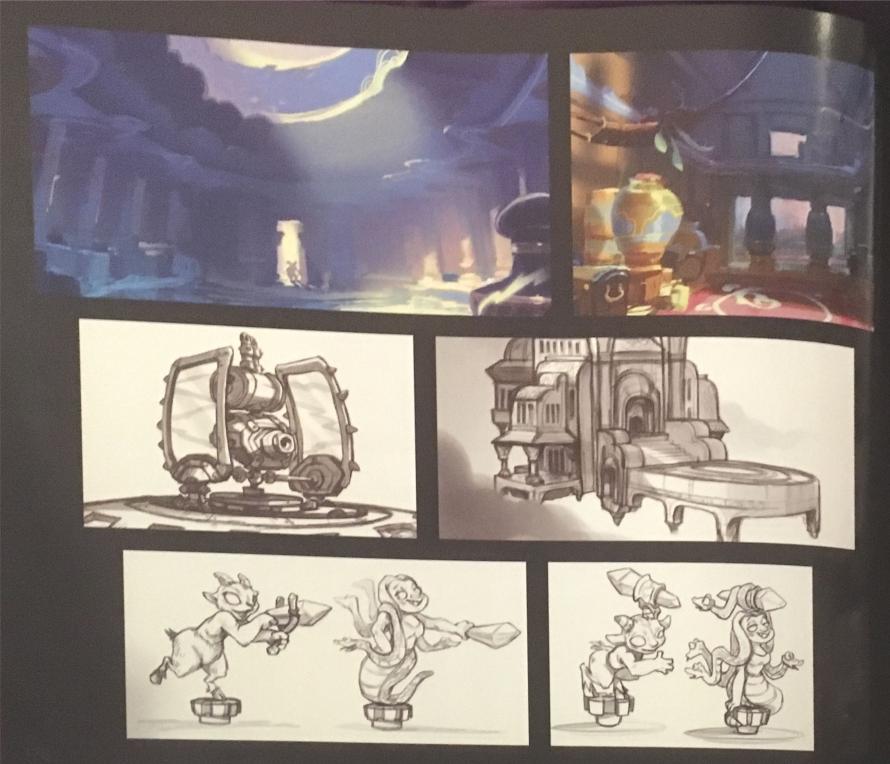
I still can't believe how cool the clouds are in the Cloud Kingdom. It's just fun to run and push the clouds back.

- Lucas Wells























## LAND OF THE UNDEAD











This whole level started as an Escher-style Zen garden.

- Buck Chantel



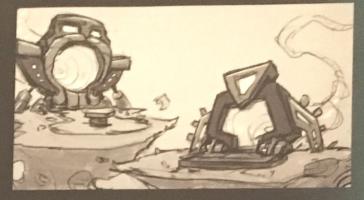




This Undead city is so full of life!

- Devin Knudsen







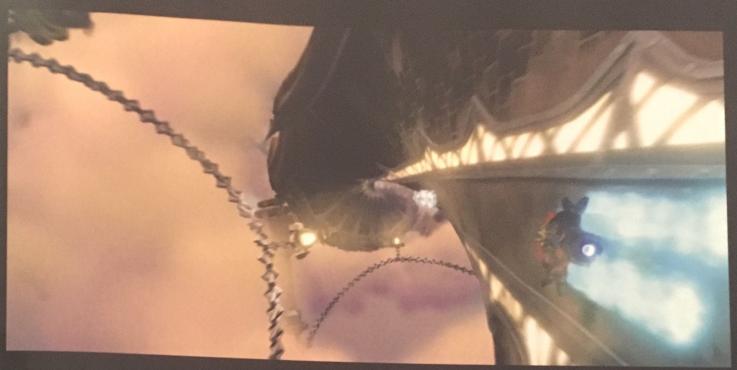


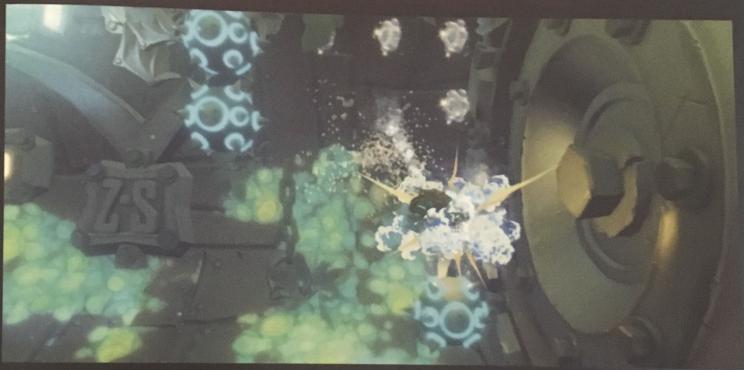




The Land of the Undead is where we really establish how close Kaos is to total victory.

- David A. Rodriguez





### BATTLE BRAWL ISLAND



I'd see this arena on screens around the office and couldn't tell if I was looking at this piece of art or the in-game assets.

- John Paul Rhinemiller













## THE SPELLPUNK LIBRARY









The Spellpunk Library was our sneaky way of doing Skylander time traveling by allowing the player to jump into history books!

- David A. Rodriguez



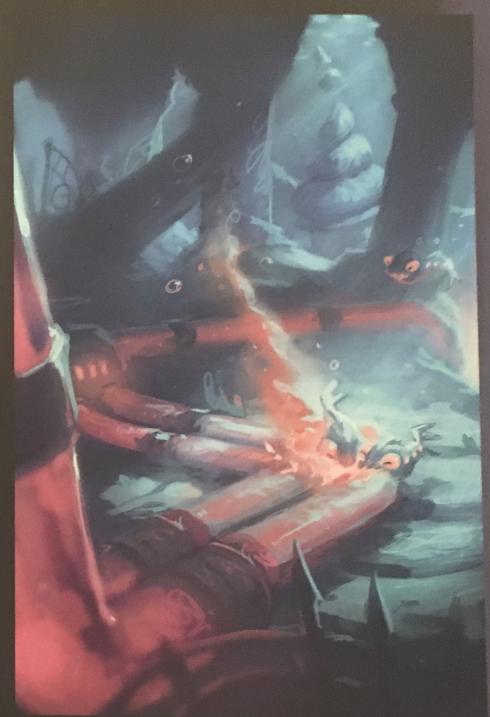










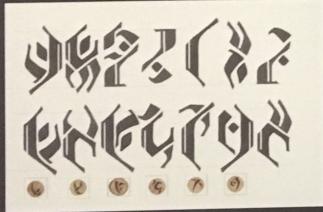


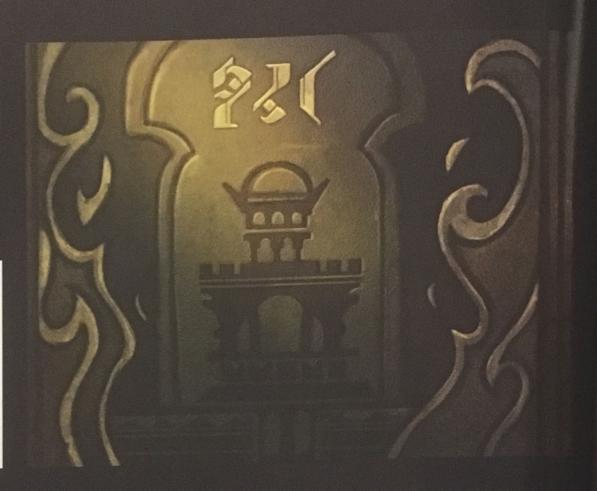




### MAGIC BOOKS



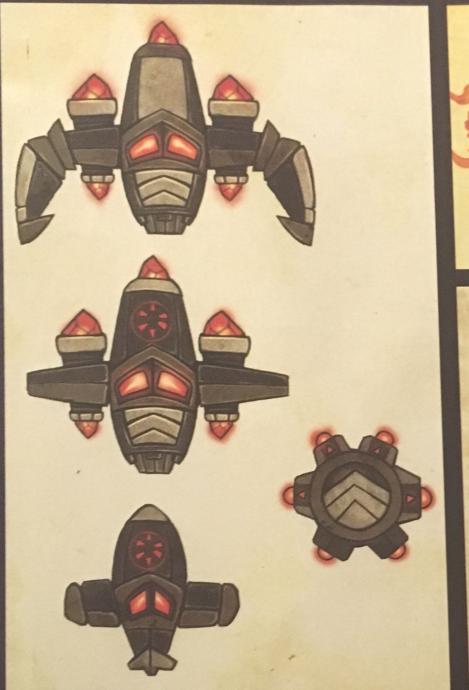




The Spellpunk Library was unique in that it brought concept art straight into the game. It pulls the look off with style to spare.

- Lucas Wells















This entire section should be called, "Arzu's Adventures in Arzu Land".

- Jeff Bellio









I cannot tell you how excited I was when I found out that René Auberjonois was going to narrate these levels!

- Jeremy Russo





# GADFLY GLADES















If I had a nickel for every time I heard how much the rabbit cost to create, well... it might have paid itself off.

- Lucas Wells















This project was an excellent opportunity for the environmental artists to truly hone their rock-sculpting abilities.

- Matt Helsom





## CAP'N CLUCK'S CHICKEN HQ



With Cap'n Cluck, we were able to focus a storyline on an individual who is morally corrupt enough to sell out his own species by popping them between two sesame seed buns just to turn a profit. I love aging up!

- Brock Cerny

























When I first saw the chickens, I couldn't stop laughing. I hope they show up again in the future.

- Lucas Wells









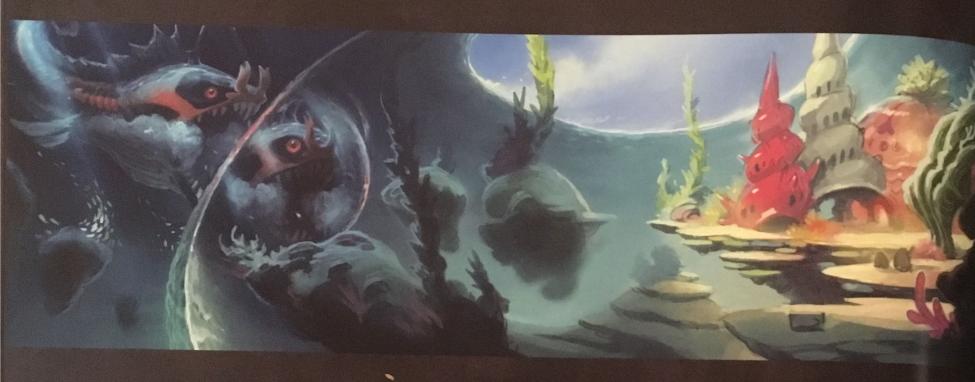








# MONSTROUS ISLES



A huge challenge with scale is to sell it using minimal real-world reference objects, since it's Skylands.

- Brent Gibson





Seeing all the wonderfully made Titans always brings a smile to my face.

- Matt Surdej





























### RIDEPOCALYPSE DEMOLITION DERBY



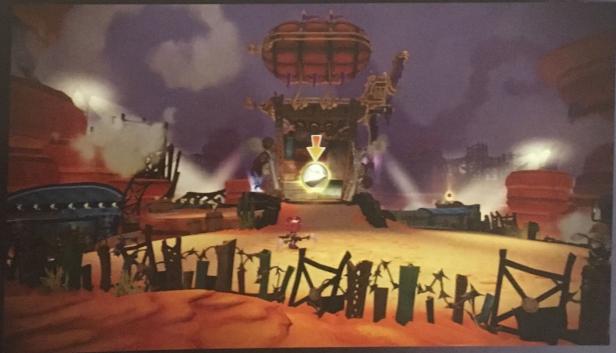
What kid doesn't want to fight against a giant dinosaur-vehicle monster that spits fire? Right?! - Buck Chantel 237



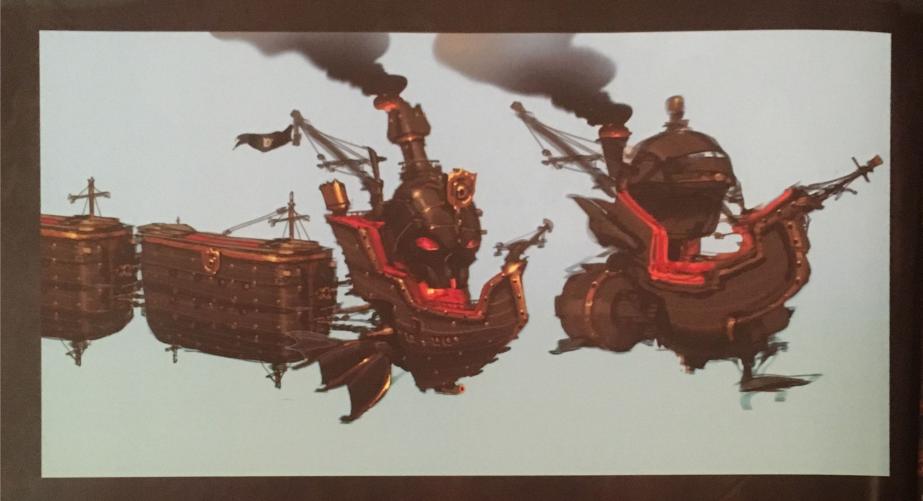


lenjoyed the freedom to help express the humor and the narrative, whether it was a bird colliding with a mesa rock face or placing the player tooth-to-tooth with a prehistoric mechanical monster... all to win the hand of the not-so-beautiful Glumshanks!

- Paul Dunstan



# THE BANDIT TRAIN



The Bandit Train was a very challenging map. It was made to be randomly rearranged for side quests. There are a lot of systems woven together to make sure different story and mechanical elements fire only when we want them to.

- Jared Merback







We had a hard time getting the tunnel effect to feel right in The Bandit Train. It wasn't until Carlos Cheek made the amazing lighting VFXs that it all came together.

- Jared Merback









# VAULT OF THE ANCIENTS

















Watching the Art Department take the Vault of the Ancients level from concept to gameplay was like watching the elves build Middle Earth. I'd come into work almost every other morning and see some new awe-inspiring vista — it was pretty magical.

- Victoria Smith



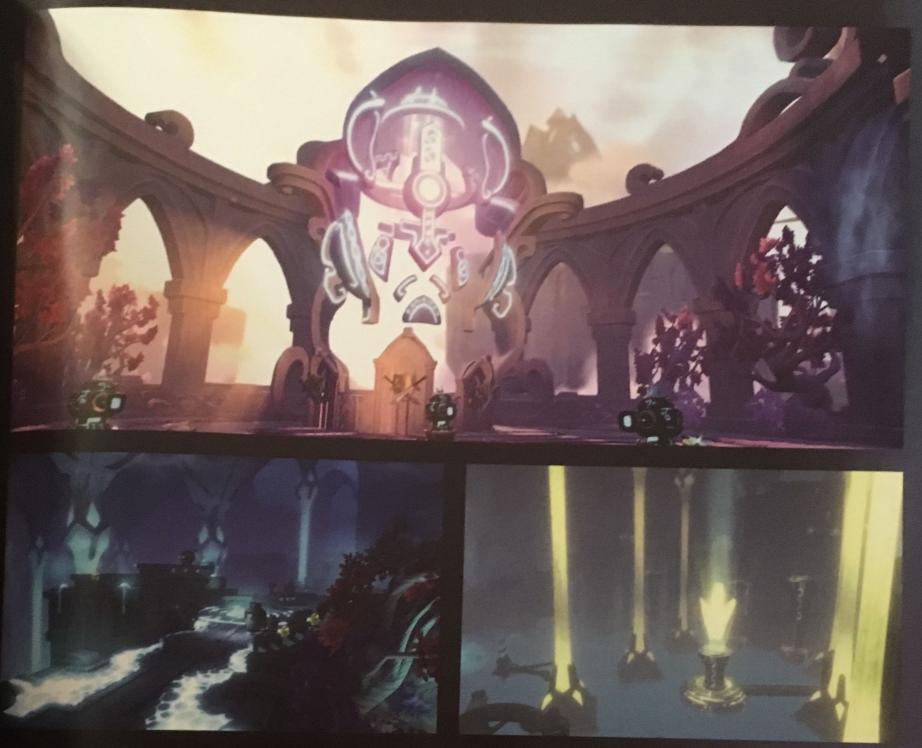












# THE SKY EATER



We really wanted to fly up its nose but we were told it was already taken.

– Chris Degnan



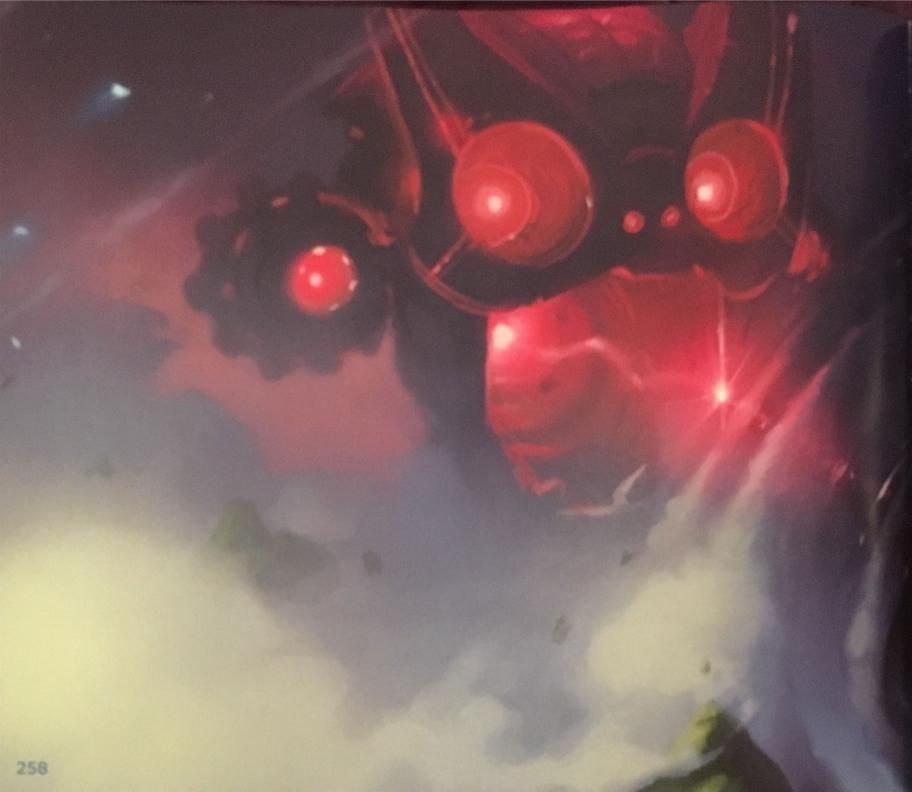


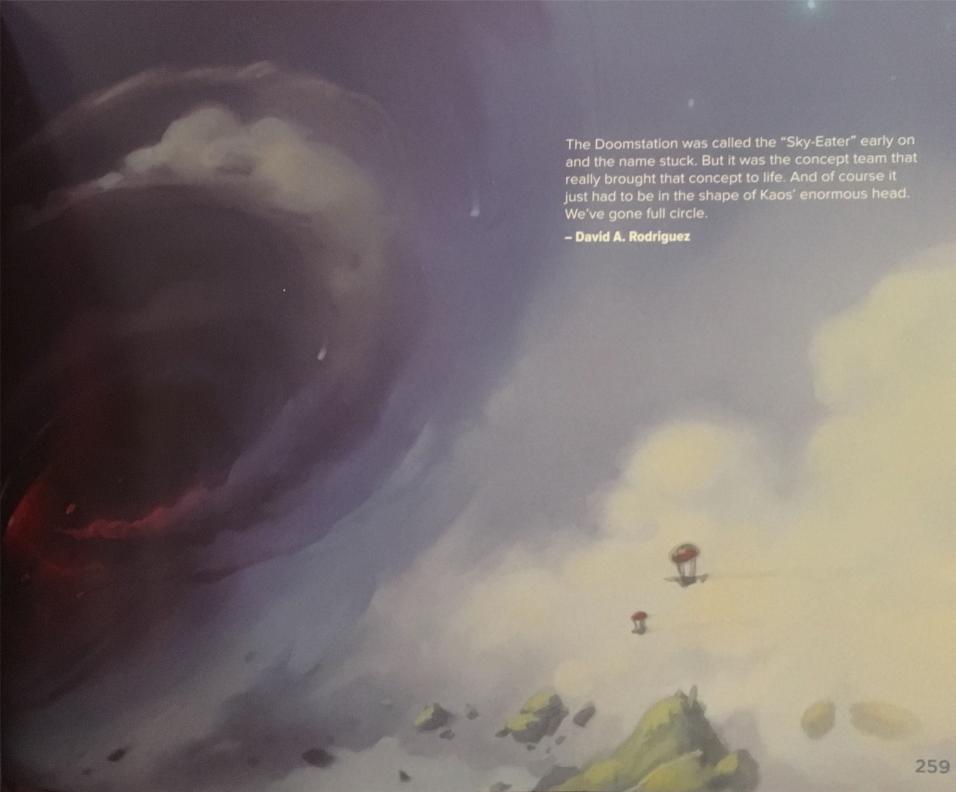
















## RACING



It was important that the racing part of SuperChargers be integrated directly into the story flow of the game, while also being able to stand on its own. Partnering with Beenox made that possible.

- Devin Knudsen





















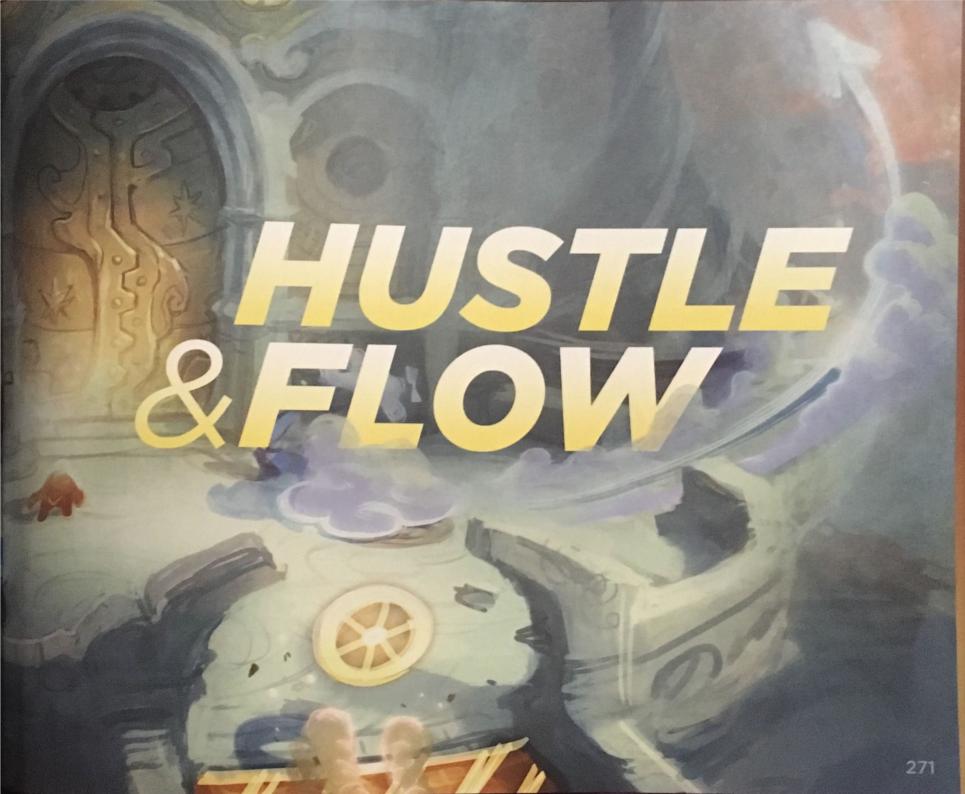




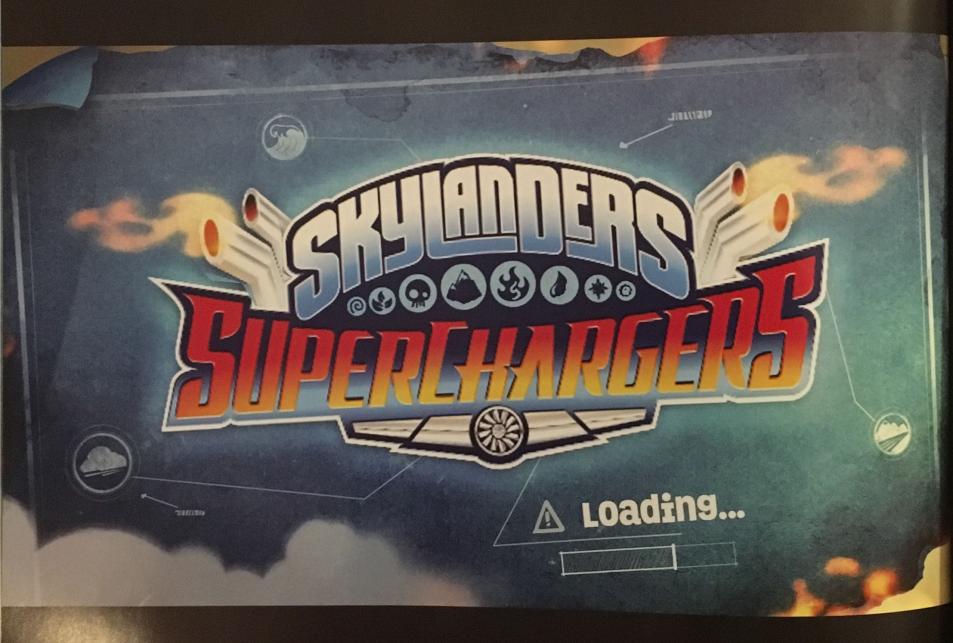


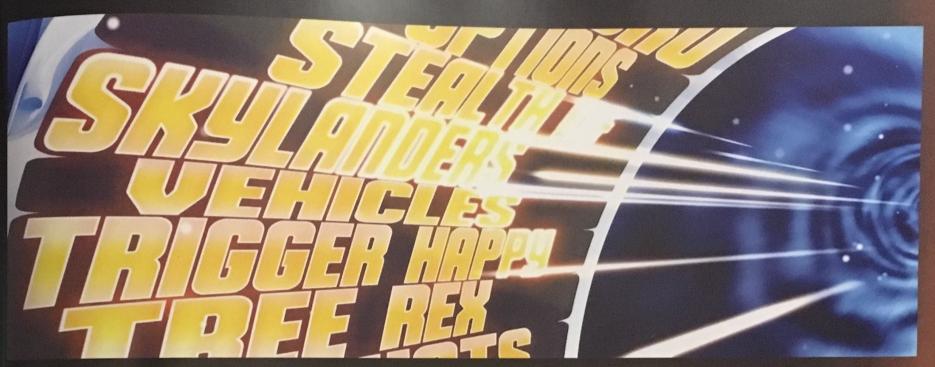






# USER INTERFACE

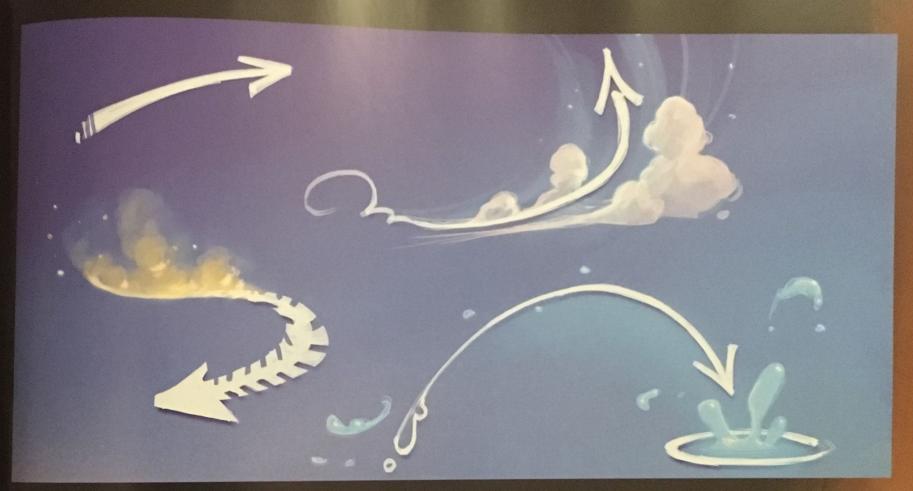






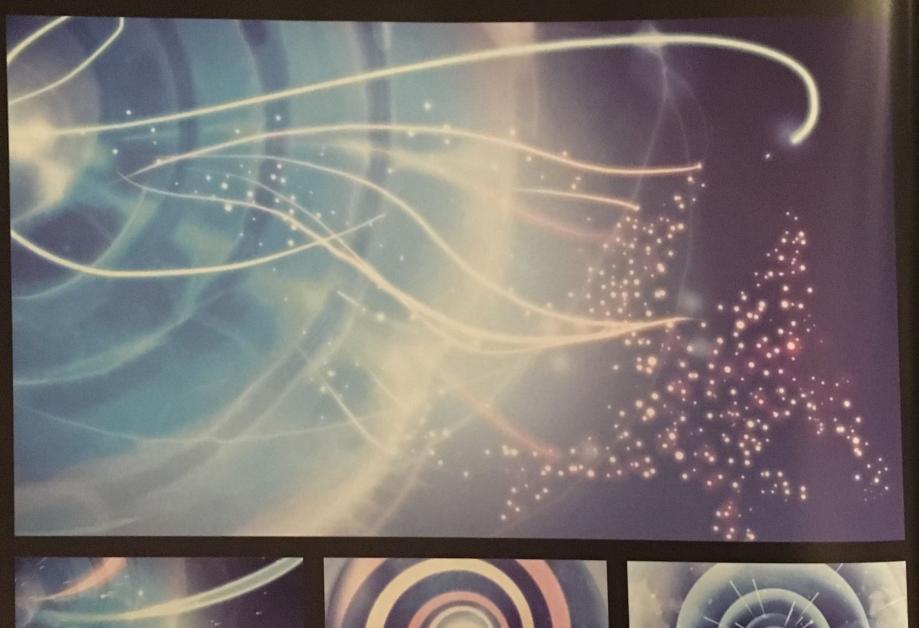


















pausen



## PICK a FIGHT

Find a few Trolls, and start some trouble.

REWAR











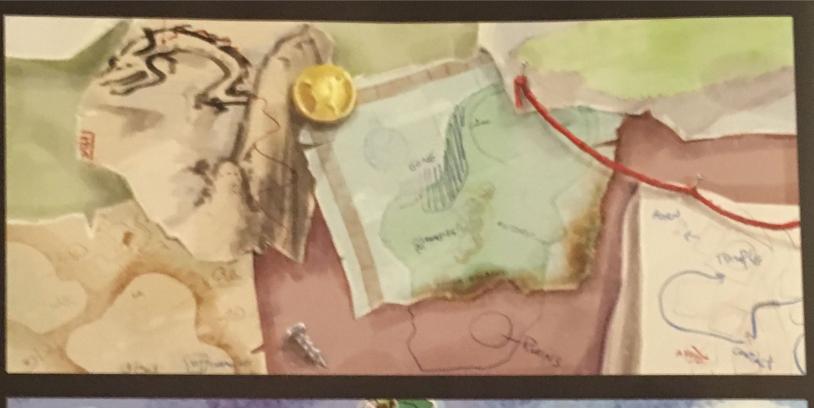




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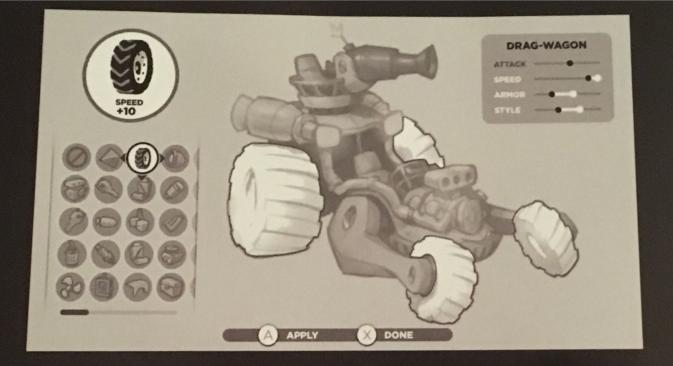


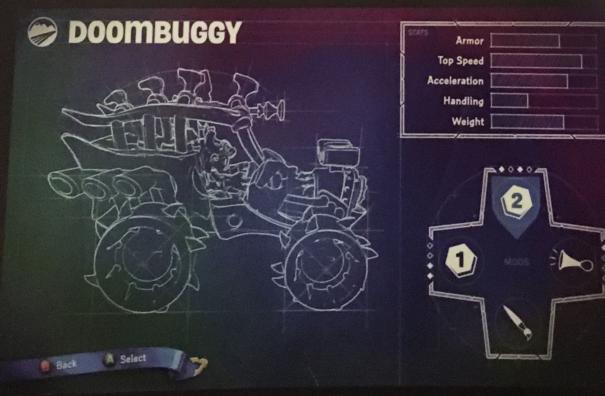




It was really fun to work on a UI that was meant to feel like something physical, like we were concepting the mood of the game through the communication lens.

~ Danielle Godbout

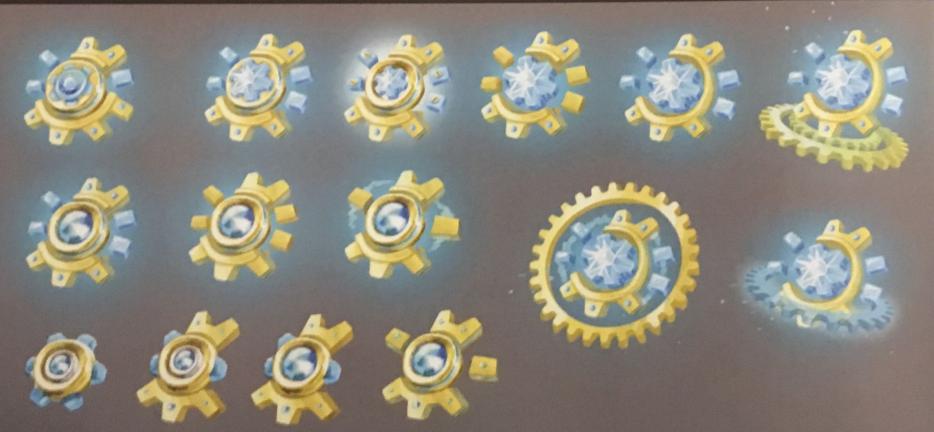






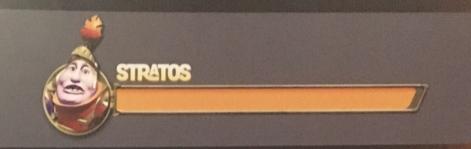
















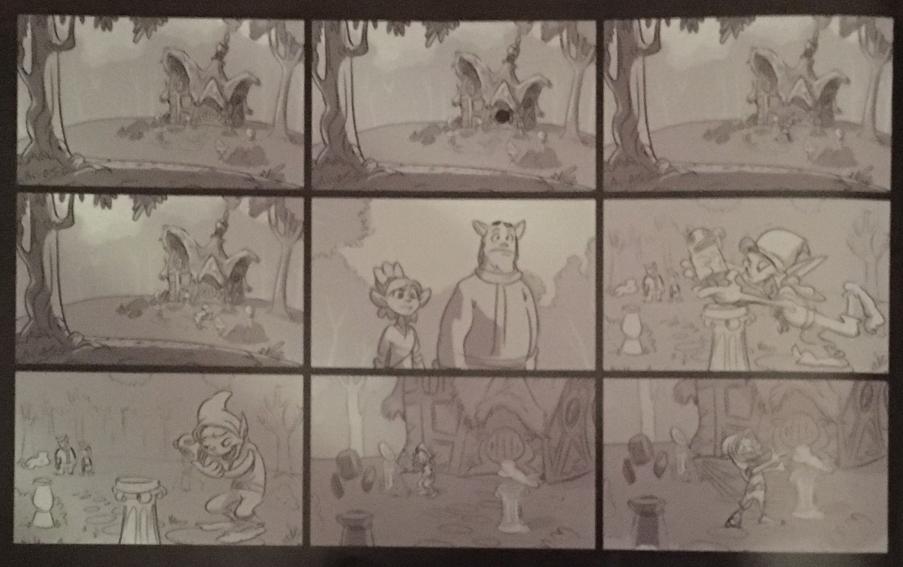


Our goal with SuperChargers was to create a seamless experience between gameplay and cinematics. So everything you see in our movies are in-game assets! This allowed us to develop the emotional depth of our fan-favorite supporting cast without ever taking you out of the epic adventure in Skylands.

- John Paul Rhinemiller

# FRAME BYFRAME

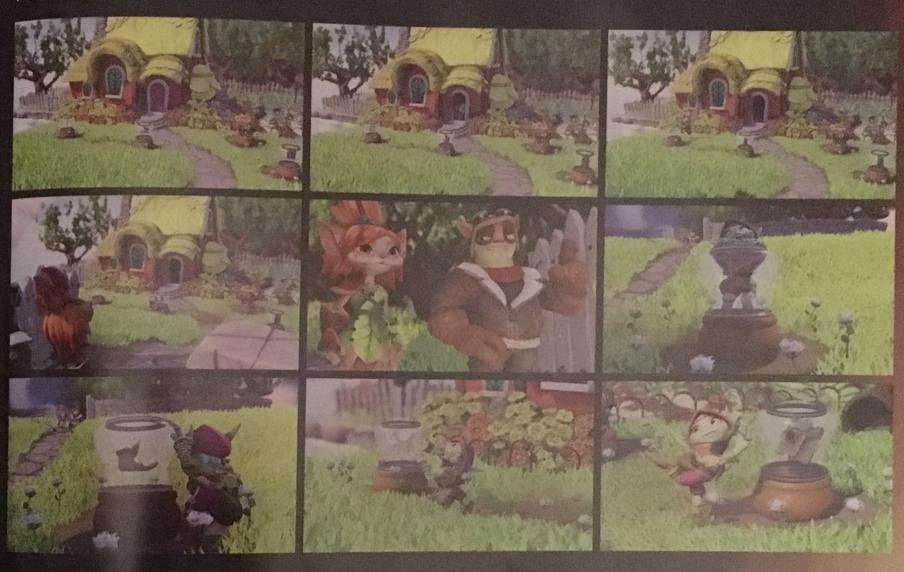
#### Storyboards



I love all of Eric's boards. They look like they should be in the Sunday comics

- Jeff Bellio

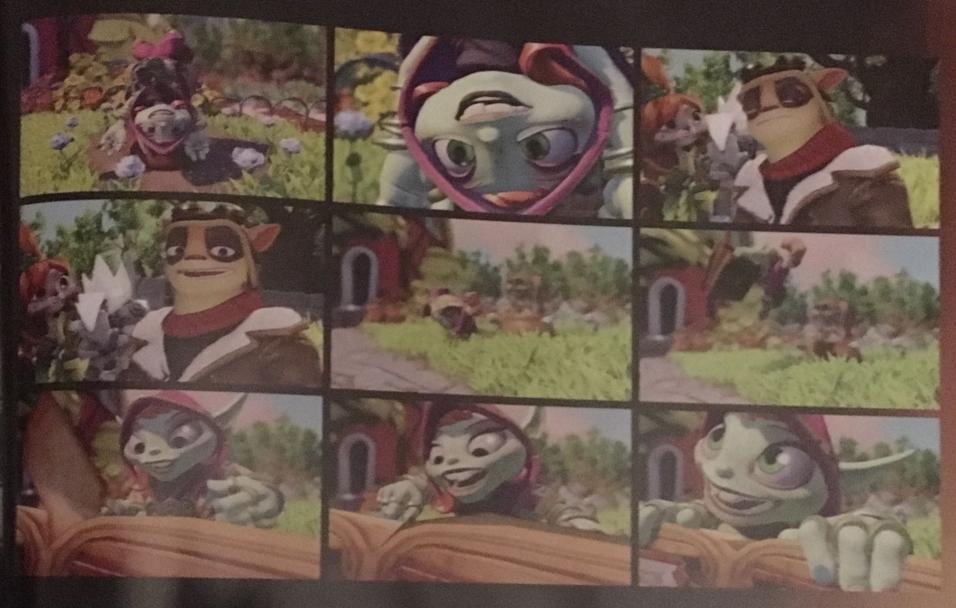
#### Final Cutscenes



### Storyboards



#### Final Cutscenes



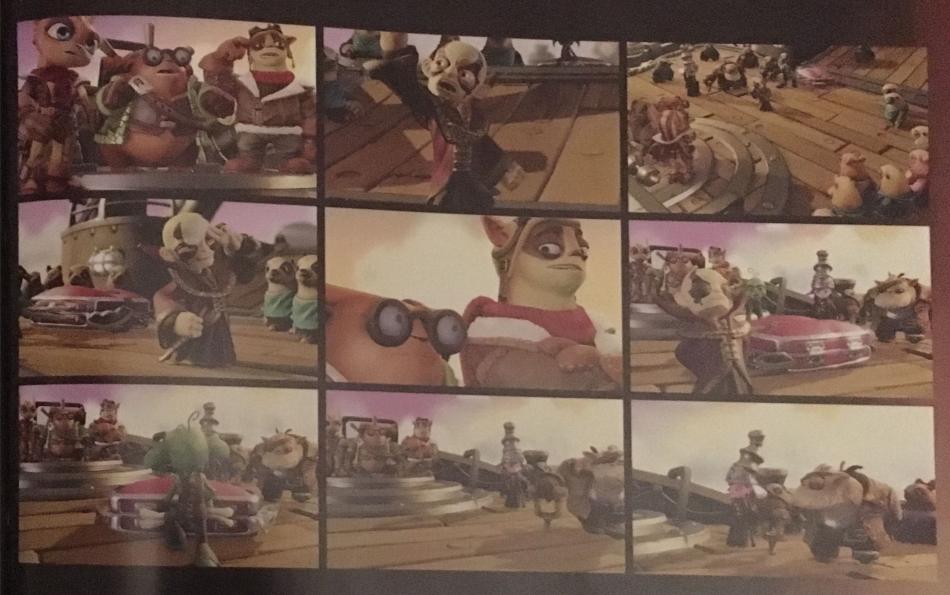
The Troubletaker went through a lot of iterations (including being three elderly aunts) before becoming the bubbly, semi-fourth-wall-breaking collector we finally landed on.

-David A. Rodriguez

# Storyboards



#### Final Cutscenes



Skylands is like a playground for your imagination. It's a place where up can be down and inside can be out. If you can dream it, I'm sure you can find it in the Skylands.

- Jeremy Russo







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